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GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 3 • ISSUE 12

SATURN EXCLUSIVE!



SCAVENGER'S SCORCHER

INSIDE THIS ISSUE!

PLAYSTATION:
BLOOD OMEN-
LEGACY OF KAIN
WARHAWK
TWISTED METAL
ASSAULT RIGS
VIEWPOINT
DESTRUCTION-
DERBY
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DOOM

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SATURN: AMOK • VF2 • SOLAR ECLIPSE • SKELETON WARRIORS • STEAMGEAR MASH • 3DO: CAPTAIN QUAZAR • SNES: DIDDY'S KONG QUEST • GENESIS: TOY STORY • GARGOYLES • NEO GEO: PULSTAR
VIRTUAL BOY: WARIO'S TREASURE HUNT



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Diddy's back and better than ever.

Fasten your seat belt. This monkey's coming full throttle. Donkey Kong Country 2™: Diddy's Kong Quest™ Sleek, stylish and fully loaded. With ACM graphics, 32 megs and so many new levels, it even outperforms last year's model. But don't take our word for it. Let Diddy take you once around the park — sunken pirate ships, roller coasters, beehives. (Watch the sticky stuff!)



Torrential rain, bloodthirsty pirates, and now your ship is sinking...have a nice day.

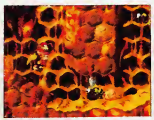


Dixie twirls her ponytail to fly chopper style—talk about a buzz cut!



Guess who's back in town.

Or take his new pal Dixie for a spin — literally. This chimpette flies! There are other special moves too, like the **Buddy Toss** (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the **biggest evolution** in history. Except another game that leaves everything else far behind. (Ever been behind a monkey? It **ain't pretty.**)



Look alive! There's more hidden stuff than ever.



Now there are smarter Kremlings out to slap your monkey around. Ouch!

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KID TO KID'S 10 AND UP

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ISSN# 1070-3020

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Welcome to GameFan, volume three, issue twelve; the end of our third year in publication. The team here at GF is more dedicated now than they were day one, a rarity in this business, and we feel very confident that we're bringing you the absolute best publication on the market. Going into '96 we are on the verge of home console gaming perfection. It's an exciting time to be a part of one of life's greatest pastimes.

As the next gen consoles begin to stockpile high quality software, some of which surpass anything currently playing at your local arcade, it is apparent that the world of video games has finally reached that lofty goal we've all dreamed of for so many years: arcade games at home. Not facsimiles thereof, but the real thing. Throughout the last three weeks our whole outlook has steadily changed as game after game rolled in for the Sony PlayStation, each one a game that you'd love to tuck into your back pack, take home, and spend days with. We're not used to this. Issues always have bright spots but never this many in one month. We had to carry over quite a few that we simply couldn't make room for. They just keep coming. We had a feeling that Sony would do it right, we just didn't realize how right. Last month I complained of too few import games reaching the states. While I still feel RPG's are sorely needed and games like *Steamgear Mash* and *Hermie Hopperhead* (they're both in here) should be instant ports, I'm more confident than ever that the American game scene will rise to the occasion. This is largely due to the early out pouring of great titles for the PS. We're all in agreement, Sony's has been the best thought out and executed hardware launch in the history of gaming. All we need now is for Sony and Sega to recognize the diversity they're creating and make the effort to port the RPG's and other great titles that Japan has to offer. That would make everything perfect. It the care they've taken in the introduction of their hardware is any indication, I'm confident that will happen, and for the first time, not only will we be buying arcade quality excitement at a fraction of the price, but enjoying it from multiple cultures. We had a great time making this one; enjoy a great issue of GameFan.



PRAY YOU'RE DREAMING.



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If you aren't, your next prayer may be swallowed in a gore-choked scream. Because Baron Dark's got a bone-to-pick with the human race. And it's up to you to annihilate his evil Light-star Crystal and rip apart his legion of Skeleton Warriors™ hurtling at you in over 20 marrow-eviscerating grisly, grueling levels. All in skull-thrashing 3-D. But don't worry. If you don't conquer this evil, at least you can finally rest. In peace.

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IF YOU FALL WHILE BLADING AT

85 MPH,



YOU COULD GRIND OFF

5 pounds of flesh.

BY THE WAY, THE GUY NEXT TO YOU THINKS YOU COULD

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You're choking on a large piece of dirt, you've got a boot in your face and you swear you just lost your ear. You're either dead or you're playing ESPN Extreme Games. Only on Sony PlayStation. The object of the game is simple. Bike, blade, luge or board your way through the rocky crags of Utah or jungles of South America and four other radical courses while your opponent tries to play stickball with your skull. Simple, right? The Sony PlayStation provides 3-D graphics and superfast ultra realistic game play. So when the mountain biker kicks you in the face, you'll become road pizza in beautiful 3-D. Now, who's ready to start dieting?

PlayStation.

u r n o t e

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STREET FIGHTER ALPHA

Thanks to the powerful Sony PlayStation a *perfect* version of Alpha is headed your way... and the price is right. Enjoy the explosive preview. Only in GameFan.

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WARHAWK

Sony's ultimate airborne assault redefines the category.

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DOOM

PAGE 42



AMOK

PAGE 69



COVER STORY

Join us in our U.S. exclusive preview of Street Fighter Alpha PlayStation. The legend lives on with a prequel featuring 7 new characters as rich in gameplay as the originals.

GAMEFAN original art by:



TERRY WOLFINGER



SEGA RALLY

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GAMEDAY FOOTBALL

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DIDDY'S KONG QUEST

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TOY STORY

PAGE 134

The #1 comic book is now a hot new video game!

A MATCH MADE IN HELL



A new breed of evil!



Spawn™ vs. Violator™: Eternal Enemies!



Escape Spirit Knight's vengeance: Teleport!



Unleash the fury of the full force blast!



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TODD McFARLANE'S

SPAWN

THE VIDEO GAME

Infinite powers are yours, but use them at the cost of your soul! As Spawn, you are the pawn in an endless battle between the Mad One and the Lord of Darkness! Your enemies—Violator, Redeemer, Overkill—are everywhere! Can you survive 17 levels of 24-meg madness? Experience combat in the intense graphic style of the comic that started it all: Todd McFarlane's Spawn!

SUPER NES®

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So forget about good taste. And go with the skanky bug du jour instead.









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The flying is so realistic,
it'll actually create

a sonic

boom.

(In your shorts.)











PlayStation

Get ready to blow through barrel rolls faster than a bad burrito blows through you. Because you're strapped into the cockpit of WARHAWK, the only fighter plane that gives you true 360° movement. It's just you, your Sony PlayStation and the wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag not included.) Your mission, should you choose to accept it, is to battle the madman Kreel through six different 3-D worlds before he grabs enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish you'd brought along an extra pair of boxers.

TOP TEN MOST WANTED

READERS' TOP TEN

1. Killer Instinct - SNES
2. Donkey Kong Country - SNES
3. Battle Arena Toshinden - PS
4. Chrono Trigger - SNES
5. Ridge Racer - PS
6. Virtua Fighter - Saturn
7. Tekken 2 - Arcade
8. Daytona - Saturn
9. NBA JAM: TE - SNES
10. Street Fighter Alpha - Arcade



READERS' MOST WANTED

1. Tekken - PS
2. Killer Instinct II - U64
3. Diddy's Kong Quest - SNES
4. Loaded - PS
5. Virtua Fighter 2 - Saturn
6. Final Fantasy VII - U64
7. Star Fox II - SNES
8. Toshinden S - Saturn
9. X-Men: Children of the Atom - Saturn
10. Darkstalkers - PS



DEVELOPERS' TOP TEN

This Mouths' Guest Developer

Core's
Jeremy H. Smith

1. Virtua Fighter Remix - Saturn
2. Sega Rally - Arcade
3. Virtua Fighter 2 - Arcade
4. Panzer Dragoon - Saturn
5. Terminal Velocity - PC



6. Thunderstrike II - Saturn
7. Descent - PC
8. Ridge Racer - PS
9. Daytona - Saturn / Arcade
10. Full Throttle - PC

GF EDITORS' TOP TEN

1. Warhawk - PS
2. Earthworm Jim 2 - Saturn
3. Steamgear Mash - Saturn
4. Sega Rally - Saturn
5. Skeleton Warriors - Saturn



6. Diddy's Kong Quest - SNES
7. Hermie Hopperhead - PS
8. Assault Riggs - PS
9. Street Fighter Alpha - PS
10. Loaded - PS

1. Street Fighter Alpha - PS
2. Resident Evil - PS
3. Soul Edge - PS / Arcade
4. Yoshi's Island - SNES
5. Blood Omen: Legacy of Kain - PS



6. Virtua Fighter II - Saturn
7. Mario Clash - VB
8. Ridge Racer Revolution - PS
9. Night Warriors - Saturn
10. Loaded - PS

1. DKC2 - SNES
2. KI - SNES
3. War Hawk - PS
4. Yoshi's Island - SNES
5. Street Fighter Alpha - PS / Saturn



6. Doom - PS
7. Soul Edge - PS / Arcade
8. Mario RPG - SNES
9. New Japan Pro Wrestling - PS
10. Twisted Metal - PS

1. Soul Edge - PS / Arcade
2. Secret of Mana 2 - SFC
3. D2 - 3DO M2
4. Mystic Ark - SFC
5. Virtua Fighter II - Saturn



6. Resident Evil - PS
7. Tactics Ogre - SFC
8. Pulstar - Neo*Geo
9. Dracula X - PS
10. Yoshi's Island - SNES

1. Soul Edge - PS / Arcade
2. Warhawk - PS
3. Yoshi's Island - SNES
4. Ridge Racer Revolution - PS
5. WWF Wrestlemania - PS



6. Diddy's Kong Quest - SNES
7. Tactics Ogre - SFC
8. Alien Trilogy - PS
9. Street Fighter Alpha - PS
10. Dracula X - PS

1. Soul Edge - PS / Arcade
2. New Japan Pro Wrestling - PS
3. Street Fighter Alpha - PS
4. Warhawk - PS
5. Pulstar - Neo*Geo



6. Layer Section - Saturn
7. Fire Pro Gaiden - Saturn
8. Tekken 2 - PS / Arcade
9. Yoshi's Island - SNES
10. Ridge Racer Revolution - PS

WIN THE GAME SYSTEM OF YOUR CHOICE! ENTER TODAY!

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills,CA 91301

First Prize:
Your choice of a 32X, VIRTUAL BOY, or NOMAD.

Second Prize:
Your choice of one of the Picks of the Month in Viewpoint.

Third Prize:
A FREE year of Diehard Game Fan! The best magazine in the Universe!

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write GameFan Top Ten with self addressed & stamped envelope.

Congratulations

to last month's winners:

First Prize:
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Second Prize:
Nathan Hicks Fort Scott, KS

Third Prize:
Anthony Morini Rochester, NH

LONG LIVE SUPER NES

HECK, YOU ALREADY OWN THE MACHINE.

The old box ain't dead yet.



LOOK FOR CAPCOM

TRADEMARKS ARE PROPERTIES OF THEIR RESPECTIVE HOLDERS.

WARHAWK

Legend
Graphics
Control
Play mechanics
Music
Originality



GAME OF THE MONTH!



WARHAWK
PLAYSTATION
SONY • CD
FLIGHT SIM

Warhawk is so good, that it will most likely turn everyone who plays it into devoted PlayStation worshippers. The feeling of flight is so realistic that it makes all previous flight sims seem archaic, the music is perfectly suited, and the gameplay is as addicting as any I've ever experienced. Stay out of the cockpit mode and you've got yourself a perfect game. Oh, I almost forgot, skip the FMV or run the risk of meeting the most nauseating woman of all time.

G 10 C 10 P 10 M 10 O 9 — **98**



ASSAULT RIGS
PLAYSTATION
SONY • CD
3D TANK SIM/STR

"Entering arener" I may never find out what an 'arener' is, but I know one thing, Psygnosis has created a virtual environment that surpasses all before it. Assault Rigs begins with an intro to die for and proceeds to become a totally submersive experience. A massive techno soundtrack is a joy to behold and the long complex levels are filled with traps, floating platforms, hidden tunnels and are texture mapped to the point of disbelief. I'm lovin' my PlayStation.

G 10 C 10 P 10 M 10 O 10 — **90**



TWISTED METAL
PLAYSTATION
SONY • CD
MOBILE COMBAT

The single most important aspect of Twisted Metal is its original theme. Dashing madly across inner city streets and suburbs, bent on destruction, in an ice cream truck, no less, is just the coolest. Rolling up on people's lawns, cutting though parks, leaping into storm drains and pulling into convenience stores is pure genius. You can go anywhere in TM. PS 3-D is where it's at, and this gamer goes there with ample force and deep gameplay.

G 9 C 8 P 9 M 9 O 10 — **90**



DESTRUCTION DERBY
PLAYSTATION
SONY • CD
DEMOLITION

At first glance, one might consider Demolition Derby too one-dimensional with its straightforward drive at crash items. After extended play however those views quickly change as you discover the many nuances of this great original title. Surviving is one thing, winning is another. Psygnosis has done an incredible job on DD's graphics with mind blowing texture mapping, and summed in a great soundtrack to go along with them. Both visually and aurally, DD delivers.

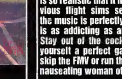
G 9 C 9 P 7 M 8 O 9 — **85**



SOLAR ECLIPSE
SATURN
CRYSTAL DYN. • CD
3-D SHOOTER

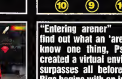
Being that I'm the only reviewer who actually beat Solar (I hogged it, OK?) you honestly can say that it's not only one of the deepest shooters in gameplay, but design as well. The tunnel level in Solar is fantastic. Graphically, Crystal pushes the Saturn close to the edge with insane textures, super fast 3-D, and cavernous worlds. The accompanying story and constant communique from your squadron actually add to the experience and the music is excellent. CD is the new king of shooters.

G 9 C 9 P 8 M 8 O 9 — **92**



I can't beHove how good this game is. Warhawk is, by far, the best 3-D game I've ever played on the PlayStation. The amazing, cinematic-style, 3-D special effects and a soundtrack worthy of a major motion picture. Warhawk is less of a game and more of a interactive movie (and I mean that in a good way). Hear me now and believe me later. If you can have only one game for your PlayStation, get Warhawk. It's not just a video game, it's an experience. I just hope Sony/SingleTrac makes a sequel.

G 10 C 9 P 10 M 10 O 10 — **98**



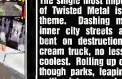
OK. Where did Psygnosis accumulate all this PlayStation power? Assault Rigs marks yet another original, high quality title for the Sony 32-bitter by this British software house. The only way I can describe Air is that it's the thinking man's Battlezone with arcade quality graphics and gameplay. With 3-D graphics running at 60 fps, great cockpit effects and music from heaven, intelligently laid out playfields, multiple views and 50 (that's right, 50) levels, AR is a shocking buy. Buy it.

G 9 C 8 P 9 M 9 O 9 — **92**



Wow! The Sony/SingleTrac duo produces yet another amazing game for the PlayStation. If you're into fast, destruction-oriented, this is it. The PlayStation's 3-D abilities are well used in this game. Twisted Metal has realistic lighting, cool cars, rockin' music, and a very original theme. Playing by yourself, hunting down the enemy is fun, but linking up to a friend's house is a total blast. This game is non-stop shooting fun.

G 9 C 8 P 9 M 9 O 9 — **93**



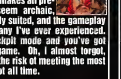
I've been waiting years for somebody to make a game like Destruction Derby. I love a good, realistic driving game just as much as anybody else (which is provided in Destruction Derby), but every once in a while, I like to crash into things... really hard! This PlayStation smash-fest has so many wild spins and body panels flying, it's hard to believe. The techno music is tah and the control is instinctive, but it's the ultra-smooth 3-D in DD that's the main event. Awesome.

G 9 C 9 P 9 M 9 O 9 — **90**



I was quite taken with Total Eclipse and now Crystal has brought the series into the next generation. Solar Eclipse features both major and subtle design refinements, such as the actual ability to use the perpindicular barrel roll position to pass through small crevices. No longer is this move just for show! The graphics and rich texture mapped worlds have evolved right along with the gameplay. Solar is a fine achievement, and comes with a free movie!

G 9 C 9 P 9 M 9 O 8 — **90**



When I first heard the PlayStation was going to be "THE 3-D system," I was not pleased... Boy, was I wrong. Another genre-redefining 3-D game has arrived, this time a flight sim. Warhawk is the perfect blend of a truly movie-quality soundtrack, engulfing gameplay, and special fx that shoot everything else out of the sky. Nothing prepared me for this shocker...wonder what else the PlayStation is capable of?

G 10 C 9 P 9 M 10 O 9 — **97**



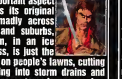
The first thing that popped into my mind when I first played this game was, "Awesome... Tron meets CyberSled!" Assault Rigs is one of the more creative blasters I've seen in a long time. It mixes amazing 3-D mapped gameplay and graphics with high-intensity tank busting action. The on-screen events are rammed home in shattering Dolby Surround sound for a super realistic effect. Assault Rigs is a game that kept me playing, wanting to see more and more. This is a gaming genre that I'd like to see more of!

G 9 C 9 P 9 M 9 O 9 — **94**



Absolutely awesome. This is what everyone has been waiting for, and Sony has delivered. TM is without a doubt the most impressive 3-D blaster to date. The graphics and amazing tracks have to be driven to be believed, and you can link up to 8 players at once for a truly new explosive experience. The weird thing is that you never get bored or tired of anything in this game. It's that good!

G 9 C 9 P 9 M 10 O 10 — **90**



Please don't call Destruction Derby just another racing game like those other mags. If you do I promise I will turn your head into a jalopy. Yes, the JOY (and I do mean joy) of car smashage makes DD. The perfect combination of racing and collisions complements top-of-the-line texture mapping, some jammin' techno music, and many unique tracks. The single best feature of course is the ability to link for multiple players... an eight car pile-up is always more fun than a head-on, right?

G 9 C 9 P 9 M 9 O 9 — **89**



In every way, Solar Eclipse is the epitome of modern 3-D shooters. The ability to fly all over vast terrain combined with actual intelligent enemies, super fast action, responsive controls, and very creative level design make for one of the best-playing games of this genre to date. The music could have been a bit better, but this is easily compensated for by the stunning texture mapping and the awesome, undulating terrain. Both fans of the genre and those new to the world of 3-D should check out Solar.

G 9 C 10 P 9 M 9 O 9 — **95**

CRIME STILL DOESN'T PAY

The peace of Metro City ends with the arrival of the Skull Cross Gang. Taking a page right out of the criminal guidebook, they launch attacks that include arson, armed robbery, assault and terrorism. Mayor Mike Hagger and a few of his closest allies counterattack the crime wave by wading into the gang controlled areas with their bare fists. All in all, it's gonna be a hot time in Metro City tonight!

FEATURES

- Power up your SUPER moves by defeating opponents to really flatten Skull Cross!
- Metro City comes alive in 9 gigantic, action-packed levels!
- 2-Player simultaneous game play with four unique heroes to choose from!
- 24 MEGS of memory makes this the biggest Final Fight ever!



LONG LIVE SUPER NES®

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RP



OWI EXTREME SATURN
CRYSTAL DYN. • CD
MOBILE COMBAT

I never really got into the 3DO (too inconsistent and horrid controller) so OWI is new to me. I don't know what it is, the comparison is moot since I'm sure the 3DO could never touch this level of 3-D gameplay. OWI is just pure fun. It's an all out space tour-by-tour shooting masterpiece with tune levels covered in brit texture maps, enough hits and yellow to make you puke, great music, and even a story mode with purposely cheesy (and very clean) FMV. I recommend it to anyone who enjoys the thrill of all-out racing and the joys of shooting.

G 9 C 9 P 8 M 9 O 90



CAPTAIN QUAZAR
3DO
STUDIO 3DO • CD
ISOMETRIC ACTION

Captain Quazar may seem a tad quirky at first but once you learn to strafe and begin to pile up some missions you begin to see the designers' vision. This is a huge isometric adventure meant to make you explore and explore and explore. The graphics are among the best I've seen on the system, and quite frankly, it's nice to see something hand drawn and action-oriented for the 3DO. A shame is what they should have been doing all along.

G 8 C 9 P 8 M 9 O 88



KILLING TIME
3DO
STUDIO 3DO • CD
3-D ADVENTURE

Killing Time is one of those games that draws you in with its storyline. Problem is, I just don't like the theme. It's more John Sinclair-ic stuff. So, what I'm left with is framey 3-D and just OK control. On another system, with all KT's graphic power combined to be silky smooth, I'd be lovin' it, but all the complex textures and characters bog down the system creating some annoying steering problems. It's a great effort on a weak 3-D system. An M2 version is needed.

G 8 C 9 P 8 M 9 O 80



BC RACERS
3DO
US GOLD/CORE • CD
DRIVING

BC Racers was and is a great Sega CD and 32X game, but the 3DO version is really a stinker. Dumbo-dido-bumbo-dido. It just lumbers along sooooo framey and slow it hurts. I know BC has big trackside sprites but I can't believe how much they bog the system. Our disc did say 'complete' but I'm starting to wonder. If it is, this game's got big problems. Too bad, it's a cool one.

G 8 C 4 P 7 M 7 O 59



TOY STORY
GENESIS
DISNEY • 32 MEG CART.
PLATFORM

Wow, rendered power and fine scrolling levels on the Genesis. What's not to like? Story blandly goes from platform/puzzle to RC car driving, to 3-D corridor, to 3-D driving. Now, I do not know. The only problems are that some of it seems out of place, there are no continues (and it's hard) and most levels contain puzzle or timing elements. That aside, TS is thoroughly enjoyable, controls very well and, if you've got the time, super deep. The music is pretty good, the sfx okay, I just can't believe the graphics, they make it a must buy.

G 9 C 9 P 9 M 7 O 89



JACK BROS.
VIRTUAL BOY
ATLUS • 8 MEG CART.
TOP VIEW ACTION

Did anyone play Maze Hunter 3-D with the 3-D Sega goggles? If you did, you've probably been waiting for a game that brings back that incredible feeling of depth. We'll Jack Bros. does this. 3-D, it of course excels, with multiple platforms to play on and then jump down to. The gameplay is a little slow, but very addicting and full of play mechanics. Magic spells pop out above your character creating a 3-D visual feast, and the multiple characters give the game good replayability.

G 9 C 9 P 8 M 9 O 90



BOMBER MAN
VIRTUAL BOY
HUDSON SOFT • 8 MEG CART.
ACTION

Take a little bit of Bomber Man, a lot of any top view action game, throw in amazing (and I do mean amazing) depth, kooky tunes and wacky Halloween characters, and you've got yourself one fantastic Virtual Boy game. Jumping down from platform to platform... the coolest. Vast gameplay, a great theme and overall quality design make Jack Bros. my number one VB game so far.

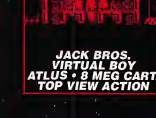
G 9 C 9 P 8 M 9 O 88



SUPER MOTOCROSS
3DO
ELECTRONIC ARTS • CD
RACING

Super Motocross is a great example of a game that could have been great if it had been given a little more time in the oven. The graphics are fast and smooth, the sfx are okay, but the gameplay is just too simplistic. Only two tracks, no options, no nothing. Just a quick race. Not enough to keep me interested for more than a few minutes. Too bad, it could have been a contender.

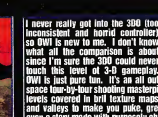
G 7 C 7 P 7 M 7 O 70



SUPER MOTOCROSS
32X
ELECTRONIC ARTS • CD
RACING

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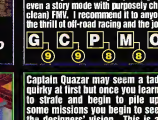
G 7 C 7 P 7 M 7 O 70



OWI
SEGA CD • CD
SHOOTING

OWI gives me flashbacks of the old Jaleco dune buggy arcade game... Yes, these are good memories. OWI extreme offers solid dune buggy style driving/shooting and some of the best texture-mapped space worlds yet on the Saturn, easily rivaling Solar Eclipse. The gameplay's there with tight control schematics and a nice feel for handling your craft. I also have never played the 3DO version, but am confident this game's subtitle was well-deserved.

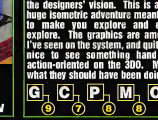
G 9 C 8 P 8 M 9 O 89



CAPTAIN QUAZAR
3DO
STUDIO 3DO • CD
ISOMETRIC ACTION

The first time I saw this game at E3, I almost fell on the floor. Isometric action, insanely cool and creative sprite characters, hand-drawn art, bitchin' explosions and weapons, all on... 3DO? YES! The finished game is almost everything I wanted. I don't mind the isometric because the perspective is worth it. I am elated the design is so right-on, and lil' things like humorous fascial expression for the Cap'n, Jo, and his evil two-player simul. What more could you want?

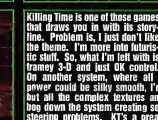
G 9 C 9 P 8 M 9 O 89



KILLING TIME
3DO
STUDIO 3DO • CD
3-D ADVENTURE

Killing Time is one of the best games I've ever played on the 3DO. The storyline is very involving, the music is great, and the graphics are decent, but the gameplay, more than anything, really sucks you in. I found myself playing KT for hours on end. There're some puzzles scattered throughout each level that range from easy to brain-busting, plus hidden mazes galore. There's a ton of cool, annoying enemies, and as much challenge as you could possibly want. The control is a little vague, but other than that, Killing Time is choice.

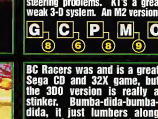
G 9 C 9 P 8 M 9 O 89



BC RACERS
3DO
US GOLD/CORE • CD
DRIVING

After seeing Core do amazing things for the Sega CD and the 32X, I was a bit disappointed with BC Racers for the 3DO. There are lots of different tracks to race and the prehistoric characters are the coolest, but visually this game could have been better. Not only are the graphics pixelly, but the scaling was pretty chunky. The control is OK, but sometimes it's so hard to see what's going on, you can't react fast enough. This is not a bad game by any means, but it's not up to the high standards I expect from Core.

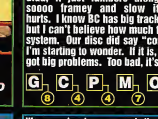
G 7 C 7 P 7 M 7 O 74



TOY STORY
GENESIS
DISNEY • 32 MEG CART.
PLATFORM

Toy Story has the most unbelievable graphics I've ever seen on the Genesis. Story has blown away by the Clockwork Knight-like line-scrolling levels, 3-D dune-style sequences and the gorgeous SGI graphics. Being that this is a non-violent game targeted for kids, I don't understand why Disney chose to make TS so difficult. It's HARD! The game play is a little basic and the music is only OK, but overall TS is still one of the best Genesis action games this year.

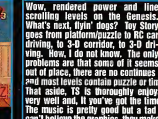
G 9 C 9 P 8 M 7 O 87



JACK BROS.
VIRTUAL BOY
ATLUS • 8 MEG CART.
TOP VIEW ACTION

Take a little bit of Bomber Man, a lot of any top view action game, throw in amazing (and I do mean amazing) depth, kooky tunes and wacky Halloween characters, and you've got yourself one fantastic Virtual Boy game. Jumping down from platform to platform... the coolest. Vast gameplay, a great theme and overall quality design make Jack Bros. my number one VB game so far.

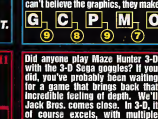
G 9 C 9 P 8 M 9 O 88



SUPER MOTOCROSS
3DO
ELECTRONIC ARTS • CD
RACING

Super Motocross is a great example of a game that could have been great if it had been given a little more time in the oven. The graphics are fast and smooth, the sfx are okay, but the gameplay is just too simplistic. Only two tracks, no options, no nothing. Just a quick race. Not enough to keep me interested for more than a few minutes. Too bad, it could have been a contender.

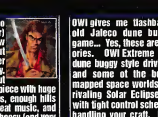
G 7 C 7 P 7 M 7 O 70



SUPER MOTOCROSS
32X
ELECTRONIC ARTS • CD
RACING

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G 7 C 7 P 7 M 7 O 70



OTTOWORLD
INTERCEPTOR EXTREME
SEGA CD • CD
SHOOTING

Ottoworld Interceptor Extreme once again detines Crystal as one of the leaders In 3-D, Pushing the limits of, and beating many other games, OWI serves up seamless 3-D textured landscapes and well-animated, gnarly vehicles. This game is very involving and has much more depth than just a drive n' shoot title, OWI will keep you occupied for many days, not just from playing this one for a test spin, but don't get incinerated.

G 9 C 9 P 8 M 9 O 91

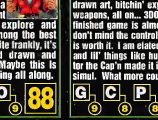


CAPTAIN QUAZAR
3DO
STUDIO 3DO • CD
ISOMETRIC ACTION

I'd love to give CQ higher than an 85, but lack of play control really hurts a game like this. The music is wild, especially the opening rap. The graphics are stylish and funny, too (those tombstones over vanquished foes are just too much). The classic good vs. evil storyline is played out wonderfully in Quasar and the game's long enough to sooth even the most savage beast. Too bad the ammo's limited and the control, but the action's pretty generic as well. At least the levels show a lot of variety, and there's a pretty deep storyline. Music's good too. Still, if you want a new first on Doom tor your 3DO, try Space Hulk, or, to a lesser extent, Immercenary.

WORK IN PROGRESS
MISS DEMEANOR

G 6 C 5 P 8 M 5 O 72



KILLING TIME
3DO
STUDIO 3DO • CD
3-D ADVENTURE

How hard can it be to do good control in a Doom-style game? One tap of the D-pad and you've turned 270 degrees, gah. You will get used to the control, but the action's pretty generic as well. At least the levels show a lot of variety, and there's a pretty deep storyline. Music's good too. Still, if you want a new first on Doom tor your 3DO, try Space Hulk, or, to a lesser extent, Immercenary.

G 6 C 5 P 8 M 5 O 72



BC RACERS
3DO
US GOLD/CORE • CD
DRIVING

When I first heard about BC Racers, I was really interested. Oh my, was I disappointed. Static backgrounds that are bad imitations of the Flintstones and MAJOR slow-down destroy what should have been a tun 3DO game. The theme and characters showed a great deal of promise, but somehow it just didn't turn out the way it should have been. What a shame.

WORK IN PROGRESS
MISS DEMEANOR

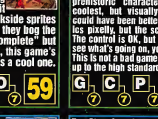
G 7 C 6 P 6 M 6 O 67



TOY STORY
GENESIS
DISNEY • 32 MEG CART.
PLATFORM

In some ways, Toy Story is a work of genius. Mainly of course the rendered graphics and scrolls left my jaw squarely on the floorboards. It's just not possible, I'm still in denial. The game play is fun, and while I'd take Rescure Rangers (NES) over this game, the top-perspectives are very cool. On the other hand, in two ways Toy Story is a work of lunacy. First, the music...it must be put to sleep, now. Second, no continues? Are you serious? I smell a chance? Still a good game, I gotta see this movie!

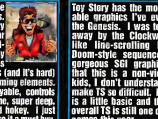
G 9 C 9 P 8 M 7 O 85



JACK BROS.
VIRTUAL BOY
ATLUS • 8 MEG CART.
TOP VIEW ACTION

Yes, I play games. Especially since the VB came out. I really like this thing! OK, first of all, Jack Bros. has some awesome depth to it in it. Right there I'm lovin' it. Secondly, it incorporates shades of Bomber Man and I love to blow stuff up. Just ask around. Now throw in a heapin' helpin' of 3-D as only the Virtual Boy can and you've got yourself a game that'll leave you with VB boy goggle prints in your face. Very cool.

G 9 C 9 P 8 M 9 O 89



SUPER MOTOCROSS
3DO
ELECTRONIC ARTS • CD
RACING

Super Motocross is a great example of a game that could have been great if it had been given a little more time in the oven. The graphics are fast and smooth, the sfx are okay, but the gameplay is just too simplistic. Only two tracks, no options, no nothing. Just a quick race. Not enough to keep me interested for more than a few minutes. Too bad, it could have been a contender.

G 7 C 7 P 7 M 7 O 70



SUPER MOTOCROSS
32X
ELECTRONIC ARTS • CD
RACING

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G 7 C 7 P 7 M 7 O 70

THIS ONE IS TOTALLY INFECTIOUS!



The utopia of Doppler Town has been invaded by a killer virus. This virus, however only infects robots and turns them into renegade Mavericks. Now Mega Man X and the Maverick Hunter Units must find the source of this outbreak before they too succumb to the deadly robotic disease.

Features

- *Twice as many secret items to collect than any previous Mega Man title!*
- *Locate the 4 hidden pieces of the Robot Ride Armor to built an awesome attack vehicle!*
- *Play as either Mega Man X or his Maverick Hunter partner Zero!*
- *Every element of game play has been enhanced — Amazing 3D effects, longer levels, more detailed graphics and faster playability!*







LONG LIVE SUPER NES®

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Counselors available M-F, 8:30 a.m.-5 p.m. PST



PULSTAR
NEO GEO
SNK • 380 MEG CART.
SHOOTER

Got time for a 300+ meg, rendered, Neo shooter patterned after R-Type? If you're a Neo owner, Pulstar is literally a dream come true. It incorporates everything that makes a great shooter; eye-popping graphics, insane animation, pounding music and sound effects, and big meaty bosses. I hope you like 'em hard, however, because Pulstar is hard. Thankfully, it's such a joy to look at, you just never get tired of playing. Games like this are what the Neo-Geo's all about! I want more!

G 10 C 9 P 8 M 8 O 7 **90**

Fantastic, amazing, beautiful...and HARD. Pulstar fulfills just about everything I want in a shooter. The lush, colorful visuals have an insane amount of detail a subtle blend of SGI graphics and high budget anime. The bosses are massive and cool beyond words, the control is very responsive and accurate, there are lots of levels, plus the music is swell. Trouble is, the game is so hard that it quickly becomes frustrating. It's not impossible (like Gunhed), but it's such the hard edge that the difficulty a tad. Pulstar is a great game but it's strictly for hard-core gamers only.

G 9 C 8 P 8 M 8 O 8 **92**

380 megs - and it shows. Incredible graphics and huge bosses are what you'd expect of the Neo-Geo, and Pulstar does reach this extent. Even better, this game was programmed by shooter gods, and the years of experience shine through. The game is as difficult as they come, but there's always one safe spot. If you're quick enough and clever enough to find it, a challenging shooter that will be enjoyed for generations to come.

G 9 C 8 P 10 M 10 O 5 **95**



GOLDEN AXE
SATURN
SEGA • CD
FIGHTING

I love Golden Axe so you can imagine how I feel about The Duel. Quick pixel-free scaling backgrounds, traditional Sega Axe art and sounds, plus unique supers you obtain by whacking those great little Golden Axe elves makes this a great game. It's at least four times faster than the coin-op and costs only $40 (yen (millions of bucks) so who's complaining? So it isn't as complex as SF2, what is?

G 9 C 9 P 8 M 9 O 8 **89**

When I heard the next Golden Axe would be a fighting game, I was not pleased - you'll find no bigger fighting game fan than I, but certain series are sacred. This is like... like a Castlevania puzzle game. Well, maybe not that bad, but this ain't right. The game itself is pretty good, with amazing super-move effects, good music, the traditional Axe magic system and so-so Samurai/SF2II play control. Combos and parallax are rare, and I guess you can't have everything.

G 8 C 7 P 7 M 7 O 6 **79**

It just amazes me. Street Fighter II came out in '91, and 9 out of 10 games still can't match its gameplay depth. I love Golden Axe more than most members of my family, so it pains me to say this one could have been better. The graphics are technically beautiful, the animations, and details such as the original dwarves running around with potions bring back fond memories. But, why no two-in-ones that connect? For the masses, this is a fun game, but expert fighters will pass.

G 7 C 6 P 6 M 6 O 5 **77**



STEAMGEAR MASH
SATURN
TAKARA • CD
SHOOTER

Now here's a game that warrants many sequels... great character, great game! Isometric gameplay has gained the next level! SGM's levels are huge and soaked with rich colors and rendered enemies. The weapon mechanism is vast and dead on and the game is overflowing with personality. The music ranges from quite acceptable to orchestrated masterfully. Great character design is evident throughout as is supreme attention to detail. This is a great game.

G 9 C 10 P 9 M 9 O 9 **95**

Steamgear may not have incredible 32-bit effects or innovation, but it's beyond fun. Isometric action games, sadly, are few and far between... and there are none on the Saturn. Ultra-colorful and unique CG enemies abound, and the locales are equally beautiful, but little goes on in them; no parallax or BG animation is present. The great weapons and options Mash can use is extremely cool, offering a touch of strategy. Mash's best trait is gameplay, so don't expect craziness, but do expect much fun.

G 8 C 8 P 9 M 8 O 8 **85**

Takara's Steamgear Mash is a welcome alternative to the main-stream. It was quite a nice change of pace to control a little character like Mash in this isometric platform blaster! The graphics are bright and colorful and the tunes are wacky, yet catchy. Steamgear Mash is filled with weird enemies, wild missile and lots of replay value. My only gripe is this game's length. Those interested in import Saturn games should take a look.

G 8 C 8 P 8 M 8 O 9 **89**



TWIN BEE
PS/SATURN
KONAMI • CD
SHOOTER

Wow, two hyper cute overhead shooters, happy, happy joy, joy! While Twin bee plays really well and is obviously programmed by masters, I get the feeling they're wasting their time. The effects in the newer game help save the day, if you like the characters, but otherwise this is pure samurai variety overhead shooting with absolutely no big evil threats to be found. I like big powerful nasty enemies in my shooters, so stick with Layer Section until the real king shows up... Darius!

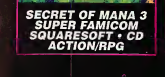
G 8 C 9 P 7 M 7 O 7 **75**

What can I say? I love Konami shooters. While some other GF reviewers may not like "cutesy" games, Twin Bee has a special place in my heart. The vivid, colorful graphics have a cool, unique look to them and the SFX this game threw me away. TB is a little too short for my liking, but other than that, the game's great.

G 8 C 8 P 8 M 8 O 8 **84**

Twinbee Yahoo! is a great game, while it lasts. The problem is that it doesn't last, and the total lack of any sort of climax leaves you feeling a bit ripped-off, and the painfully slow second game, Deta na!! Twinbee, is no consolation. I haven't experienced Twinbee yet, get Pop 'n Twin for the Super Famicom... There are moments of brilliance in this one, but only a few, and then it's over.

G 7 C 7 P 6 M 7 O 6 **79**



HERMIE HOPPERHEAD
PLAYSTATION
SONY • CD
PLATFORM

Everyone's baggin' on Hermie because his head hops... Get a clue and play it all the way through, I say. Hermie is dapper than you think, with some cool moves usual as platforms, lil' attackers, and other cool stuff, and the platforming action itself is so vast and fun to play as it gets. Kurmie himself has mascot written all over him. Each level is deep with parallax, the bosses scale and ripple and the graphics are rich in color and detail. On the downside, the music is good but not nearly diverse enough. A stateside hip is in order here, trust me. Can you be the next Hermie Hopperhead? Talukh's banned.

G 9 C 9 P 9 M 9 O 9 **89**

Uh... please ignore the Viewpoint to your right - Hermie has MUCH gameplay and is anything but boneless. The eggs can be used to attack enemies, protect you, change into platforms or corkscrews, and hatch animal friends. Sure, you kill enemies by jumping on them, but hey... it's a PLATFORM GAME! Beautiful multi-layered parallax and hyper-spritage prove the PS can do great 2-D, and Hermie is extremely fun to play. The music, though, just has to go.

G 8 C 9 P 7 M 6 O 5 **88**

Hermie looks nice, and the game's solo song is pretty cool, but it takes so much more than that to make a good game. The controls are fine and challenging, but the play mechanics are so generic that it's hard to get excited about progressing. Ooh, a game where you kill your enemies by jumping on them! How innovative! Hermie proves that platformers can be a nice looking action platform (as if anyone really doubted it), but it also proves that it takes more than good hardware to make a good game.

G 8 C 8 P 8 M 8 O 5 **76**

SECRET OF MANA 3
SUPER FAMICOM
SQUARESOFT • CD
ACTION/RPG

The original Manas captured my imagination and proved that a superb and original RPG/Pure Adventure/Hack-n-slash/Zelda or Y's was possible. Square does it again with Mana 3, and a multitude of Manas pale in comparison. Ice enhancements compliment yet another longer, more intricate story. Whether or not you like this slower-paced combat is a personal call, but the more traditional music system is appreciated by me at least. Yes, everyone send mail to Square U.S.A. and tell them Mana 3 should be out and on Chocobo it this isn't brought to the States.

G 9 C 9 P 9 M 9 O 9 **94**

Well, here's another Square game. Guess what? It rocks. Big surprise. Probably Square's best-looking game ever (after Final Fantasy VI and the ultra-pedly Front Mission), Seiken 3 is chock-a-block o' Squaresoft: believable graphics, effects, music and storyline. Many new features rarely seen in console RPG's have been added, like night and day and days of the week. This isn't just for show; magic and enemies stronger at certain days and some events will only occur at night or vice-versa. You'll probably never see this one here, so search out an import... it's so worth it.

G 10 C 9 P 8 M 9 O 9 **95**

This is definitely the 2nd best Square game after Final Fantasy 3. The characters are very cool, the story line is awesome, the graphics are great and the quest is much longer (and less linear) than the original. The SNES rarely sees graphics of this quality, and the sound programming truly sounds CD quality. The new details, such as day and night, days of the week, and changing characters add a lot. The only problem is the lack of interaction in the battles, which are very repetitive. If Square doesn't bring this game, they're dead.

G 9 C 9 P 9 M 10 O 10 **96**

WILL YOU TAKE UP THIS SWORD?

BREATH OF FIRE II

WILL YOU LEAD
THE ADVENTURE?
WILL YOU EXALT IN
ENDLESS TREASURE?
WILL YOU SET FREE
THE DRAGON?





You are the last member of the Dragon clan, fighting a growing evil. In Breath of Fire II, you will find more magic, more allies, more enemies, more of everything than even the best-selling original. 160 combination characters. Town building. Hunting and fishing. And hour after hour of adventure. This is 24 sizzling megs of proof that magic can be deadly.

RATED TEEN FOR TEENS AGES 13+

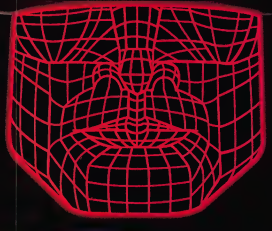
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LONG LIVE SUPER NES

Official Nintendo Seal of Quality

PERIPHERAL VISION





THIS MONTH'S FEATURE:

DATEL'S SATURN
PRO ACTION REPLAY
UNIVERSAL ADAPTOR
MEMORY BACK UP
GAME BUSTER

PLAY IMPORT CD'S, SAVE YOUR GAME, AND CHEAT, CHEAT, CHEAT! ALL ON ONE AFFORDABLE ADAPTOR!

Datel's ultimate Action Replay cartridge can solve all of your 32-bit problems. Whether you want to play imports, need an extra memory cart, or just wanna' zip through the toughest new games unscathed, this is the tool for the job. The PARSS comes already packed with multiple codes for all of the Saturn's (US and Japan) launch titles including *Astal* (like anyone needs a cheat to beat *Astal*), *Bug!* (OK, cheat), *Shining Wisdom*, *Blue Seed*, *Daytona*, *Panzer Dragoon*, *Gran Chaser*, and many more. Additionally, the Flash Eprom feature allows you to enter new cheats in to the built in menu. The 1 Meg capacity increases the Saturn's memory by five times allowing you to save multiple games, and of course you can play all of the great Japanese titles that haven't made their way (or aren't going to) to the US. During our test we found the menu easy to use and the built in codes not only vast, but quite high powered as well. Although we don't recommend cheating until you've beaten a game, or if it's just totally impossible, we found these extremely useful. These are good codes. For instance, you can completely equip Marus in *Shining Wisdom* any time during the game, access all battle cards in *Blue Seed*, or do just about anything you can imagine in *BUG!* The PARSS is available now for around 49 bucks, so check out your local video game retailer for availability.

Next month we'll put all the after market PlayStation controllers to the test, so until then, may all your days be spent holding a controller!

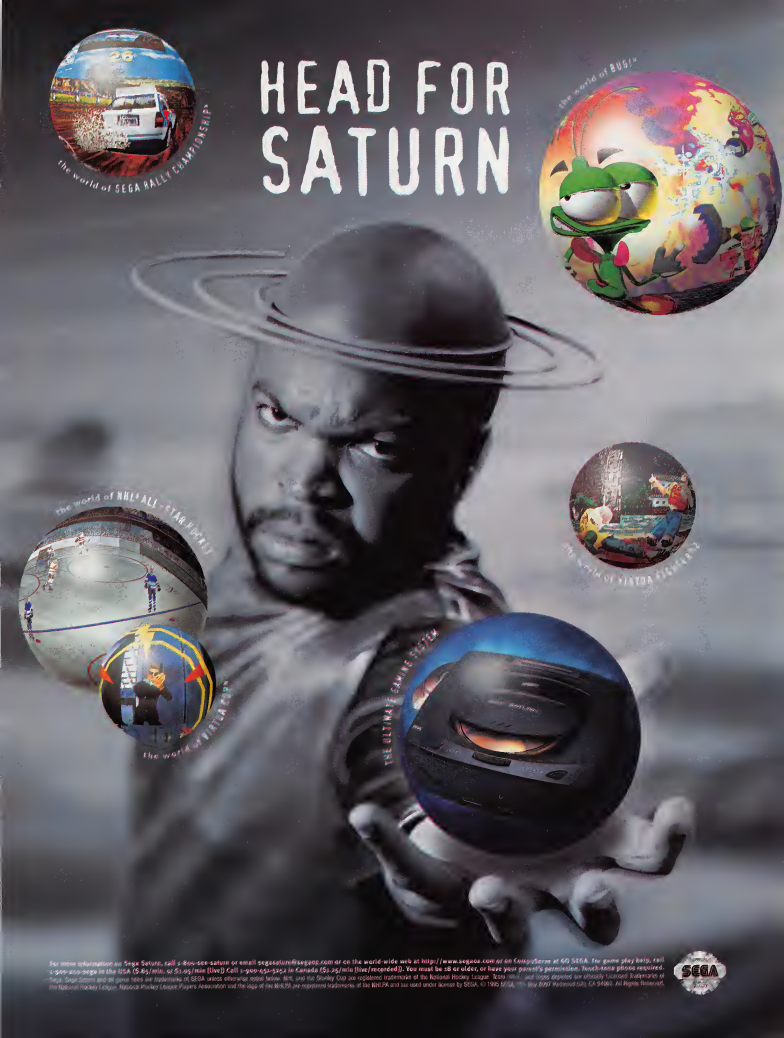
ICE Cube ON SATURN:

"MAYBE YOU THINK YOU
People are always coming up to us at Sega and asking,
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Okay, no one's ever asked us that. But CHECK IT:
Sega Saturn is new. HOW I SEE THINGS.
So if you think you know what it's like,
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It shares the same architecture as $20,000 arcade systems,
MAYBE IF I WRITE IT, OR
but Sega Saturn pumps the hottest arcade titles straight to
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You're welcome. With a gameplay experience
GET ON THE MIKE, that grabs you and
pulls you in, it's no wonder the best games are
YOU'LL UNDERSTAND only on Sega Saturn.
Like intense sports titles with everything but the jock itch.
And this Christmas, EXACTLY
Sega Saturn will have the most electrifying library of EXCLUSIVE
WHAT I'M LIKE... games on the planet.
Games no one else has. So don't go thinking you know what
I DON'T THINK SO."
Sega Saturn is like before you've even experienced it.
And never judge a package by its rapper.

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GO THERE.



For more information on Sega Saturn, call 1-800-USA-SEGA or email segasaturn@segaoa.com or on the world-wide web at http://www.segaoa.com or on CompuServe at GO SEGA. For game play help, call 1-900-200-SEGA at the USA ($.85/min. or $1.05/min [live]) Call 1-900-451-5252 in Canada ($1.25/min [live/recorded]). You must be 18 or older, or have your parent's permission. Touch-tone phone required. Sega, Sega Saturn and all game titles are trademarks of SEGA unless otherwise noted below. NHL and the Stanley Cup are registered trademark of the National Hockey League. Team NHL, and team designs are officially licensed trademarks of the National Hockey League. National Hockey League Players' Association and the logo of the NHLPA are registered trademarks of the NHLPA and are used under license by SEGA. © 1995 SEGA. 3335 Bay Road Redwood City, CA 94063. All Rights Reserved.

CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY ONLY ON 3DO P

BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW JOB ONLY ON 3DO

Sex. Drugs. Violence. Weapons. San Francisco. Men In Tights.



SNOW JOB









Tracy Scoggins (*Dynasty, Lois & Clark*) is New York assistant DA Lora Colabreeze – the long arm (and legs) of the law. One of 20 suspects is out to snuff her. No wonder her fuse is shorter than her skirt. Guns, gongs, strippers. Quick. Somebody frisk me.

STAR FIGHTER









A must own for hard-core shootists. A smorgasbord of violence. Soar, explore and shoot the smores out of anything that moves (or is dumb enough to sit still). Huge 3D world, huge missiles, huge fun. Fly anywhere, shoot anything. You choose. It's the American way.





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STUDIO 3DO

3DO, the 3DO logos, BattleSport, Captain Quazar, Golden Gate: Treasure by the Bay, Phoenix 3, Snow Job and Star Fighter are trade-

EASURE BY THE BAY ONLY ON 3DO PHOENIX 3 ONLY ON 3DO



PHOENIX3









Like great space combat and bitchin' weapons? Sa da we. As hero Derek Freeman, you must locate starships and brave pilots to fight some surly aliens. Of course, that entails shooting the green snot out of them. Can't we all live in peace and harmony? In a word, no.



BATTLESPORT





Arena football meets General Patton. You choose a tank. You load up on firepower. You enter the arena. You try to score goals while opponents try to blast you to hell and back. It's a sport where a cup doesn't offer much protection.







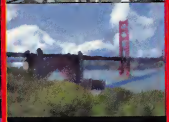






GOLDEN GATE: TREASURE BY THE BAY





Someone left more than their heart in San Francisco. It's hidden treasure, and no Tony Bennett around to help you locate it. Decipher puzzles, scour for clues amongst the 3000 beautiful watercolor images of the City by the Bay. Like MYST? You'll love this.



CAPTAIN QUAZAR









"Look! Up in the sky! It's a rocket!" No, it's a grown man in very snug tights. Meet Captain Quazar - the bumbling superhero with powers far beyond mortal men (and brains far below). Battle evildoers with an arsenal of weapons and the wits of the witless Captain.



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3DO

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- GAMEPRO MAGAZINE

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WOLFINGER'S WALL



HELLO, AND WELCOME TO **THE WALL**, THE PLACE WHERE ALL YOU VIDEO GAME PLAYIN' ARTIST TYPES GET TO SHOW THE WORLD WHAT YOU'VE GOT. IF YOU'VE REALLY GOT THE STUFF, YOU'LL WALK AWAY WITH A YEAR'S SUBSCRIPTION TO OUR MAG **AND** A SPORTY GAMEFAN T-SHIRT! SO LET'S BLOW THOSE OTHER MAGS AWAY, 'CAUSE THIS WALL IS OUR WALL! (AND IT HOLDS INK BETTER THAN THE OTHER ONES) AND NOW, ON WITH THE SHOW...



Watch *out*, Drac! Richter's gonna give you a crew cut with that bullwhip. *Unfortunately, there was no* name or address to be found on this one.

We have a winner! JI's Vanessa Adams, who sent in this beautiful *pen and ink drawing* of Galford from "Samurai Showdown" all the way from Port Hope, ON, Canada. So how do you keep the ink *from freezin', eh?* Your GF Tee should help warm you up a bit. P.S. Love the wolf!





Wacky Edgar J. Visceral (A.K.A. The Cricket) of Pittsburgh, CA once again sends us a wacky, warped envelope. *Earthworm Jim at the helm of the* Enterprise... Hey, why not?! Bones is lookin' a little gaunt there.



"Monitaur and the Postmeister have *fallen prey to the deadly Predator..."* as depicted by Dan McDonald of Lyndon, WA. Good use of the envelope *format.* Very dynamic pose, too. Well, at least our *guys snuffed the* Alien.



"The Unknown Artist" *from* Burbank, CA sends us this *drawing of how* Sagat got his scar. It was *apparently given* to him by this young spritely *red-headed Ryu.* Very nice work... Sign it next time, dude.



Boy, the video gaming community just has not embraced "Barney." Must be the influence of that "Beatrice & Butthead." *Thanks* go to Greg Clawson of Latrobe, PA. Wolverine is just workin' that puffball, ain't he?!



"YEESH! See an Orthodontist, babe!" *Here's* another wacky one from an M.K. *fanatic of* unknown origins. SIGN YOUR ART!

PLAY TO WIN $25,000



Randomly selected Vectorman game cartridges have a chance to win built right in! If you finish one of the winning cartridges, a final screen saying "You Win!" will give you a secret phone number and address. Winners have a chance to win over US$160,000 in prizes - a US$25,000 Grand Prize, one of ten US$10,000 1st prizes, or one of ninety Sega Saturns with Virtua Fighter™ (US$399 retail value)! To claim prizes, you must first call the secret phone number, then mail in your Vectorman cartridge, cash register receipt, and a 3x5 card with your name, address, age and phone number so it is received within ten working days of calling. Prizes will be awarded based on the order in which valid calls are received.

VECTORMAN

No purchase required. You can also participate by mailing a 3x5 card with your hand-printed name, address, age and phone number to: "Sega Play-To-Win Contest" PO Box 7531 Melville, NY 11775-7531. One entry per stamped envelope. Entries must be received by 7/31/96. Winners will be chosen by a random drawing. Contest open to U.S. and Canadian residents (excluding Quebec). Void where prohibited. 101 prizes available. Individual odds of winning: US$25,000 Grand Prize - 1/59,000; US$10,000 1st Prize - 1/51,500; Sega Saturn (US$399 retail value) - 1/5,722. All prize claims are subject to verification. Total prize value: US$161,310. Prizes won by minors will be awarded to minor's parent or legal guardian. Sega will reimburse verified winners for toll calls made to the secret phone number. Sweepstakes is subject to the complete official rules. For a copy of the rules send a self-addressed stamped envelope postmarked by 5/31/96 to "Sega Play-To-Win Rules" PO Box 7531 Melville, NY 11775-7531. Washington and Vermont residents omit return postage. Game ends 7/31/96.

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First Prize!
Receive a free Video game* of your choice, A GameFan T-shirt and a 12 month subscription to GameFan Magazine

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Third Prize!
Win a GameFan T-Shirt

Send in your codes... good, bad, or ugly. We'll look em' over and choose one grand prize winner each month. Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, the only place where cheaters prosper. (Current subscribers who win a sub. will receive a one year extension.)

* Any Video game featured in our viewpoint section

CONGRATULATIONS!

To this month's winners:

First Prize:
Jeff Guerrero, San Francisco, CA.

Second Prize:
James Wright, Memphis, TN

Third Prize:
Erik Rocha, Havelock, NC.

SEND YOUR CARDS AND LETTERS TO:
Hocus Pocus
5137 Clareton Dr. Suite 210
Agoura Hills Ca. 91301

*Mortal Kombat 3 / PS
- Extra Cheats & Play as Smoke.

To enable the hidden cheat mode in the PS version of MK3, simply enter TRIANGLE, SQUARE, CIRCLE, X, L1, L2 as the copyright screen appears. Now you're set!

To play as the elusive "Smoke" in MK3, enter a 360-degree clockwise directional circle twice on controller one as Raiden comes on screen. This will take you to the Ultimate Kombat Kode screen. Enter this code:

Button:	-	R1	-	▲	○	X
# Times:	0	1	0	6	9	6

Now you can choose Smoke at the character select screen!

-Jeff Guerrero, San Francisco, CA.

*Rayman / PS -
Special Passwords.

To start off with 99 lives, enter the following code:
V 2 D 9 H X 3 P Q Z

-Robert Black, Bald Knob, AR.

To begin a game at the final boss, "Mr. Dark," with 99 men enter:
9 4 2 K V 3 W 9 X D



- Erik Rocha, Havelock, NC.

Extra continues and picture-in-picture mode:
For 10 continues, enter the following code on the directional pad while on the continue screen:
UP, DOWN, RIGHT, LEFT.

To view Rayman in PIP mode, pause the game during play and hold down R2. Keep holding R2 and tap ○, ○, Left, ○, ○.



-James Wright, Memphis, TN.



*Rayman / Jaguar
- Access hidden game of Break-Out.

To access the secret "Breakout" game hidden in the Jaguar version of Rayman, simply enter 1, 3, 6, then 4 in order on the numeric pad. Do this as Rayman is coming together at the opening sequence!

-James Wright, Memphis, TN.

*Shinobi Legions / Saturn
- 999 Shurikens, 99 lives.

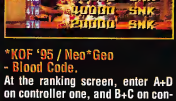
To obtain a maximum load of Shurikens, enter the OPTION screen and highlight Shurikens. Now (on controller one) press and hold the Left (L) button and then press the Right (R) button and hold. Now, with both butlons depressed, press C, A, B. Now you're armed with all the Shurikens you need!

To get 99 lives, highlight Game Start and press A, Z, B, Y, C, X and then start the game. If you did the code quickly, it will start you off with 99 lives.

-Phil Borrero Madison, WI

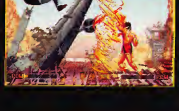
*Judge Dradd / SNES
- Level Select, unlimited energy.

During the opening title screen, enter LEFT, UP, X, UP, RIGHT and then Y for a cheat screen. When in the cheat mode, enter Y+A simultaneously for a level select and X+B for unlimited energy.



*KOF '95 / Neo*Geo
- Blood Code.

At the ranking screen, enter A+D on controller one, and B+C on controller two. This is the same blood code from KOF '94. Blood!!



*Ace Combat / PS
- "Omake" Code.

When you beat the game on any difficulty level, the game will cycle through the ending and the title screen will reappear. This time, the word "OMAKE" should be up in the top right corner. This simply lets a player who has beaten the game - even on easy - go through the game again with EVERY plane available from the start. If you die, you still have that plane. Best of all, you can save an "Omake" game and continue where you left off: with every plane.

*Ace Combat / PS
- Hidden Tricks.

Anywhere in the game, before the "Now Loading" screen pops up, hold R1 with the CIRCLE button. After that, enter the following codes for different effects:
-Change your plane's color:
UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT and R1.

-Change your wingman's plane color:
Tap R1 and hit START ten times.

-Change your color during dogfight mode:



LEFT, RIGHT, LEFT, RIGHT, DOWN, UP, DOWN, UP, ○ x 2 and ▲ x 3.
-$9999999900 at start:



DOWN, ○, ▲ x 3, CIRCLE, ▲, ○, ▲ then ○ + ▲ twice.

-Hidden Mini Game:
UP, LEFT, DOWN, RIGHT.







SMASHING TWO HEADS IS BETTER THAN ONE!



THE JURY BELIEVES IN CAPITAL PUNISHMENT!



WEB OF CONFUSION!



THE VERDICT IS NO MERCY!





NO SYMPATHY FOR THE SYMBIOTE!

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AGE RATING 9+ KEEK-OUT

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Hit pedestrians, outrun police cars and get gunned down in a drive-by shooting.



Finally, a game that shows what L.A.'s really like.

urnote

Los Angeles, 2013 A.D. The streets are gridlock. The driver has guns and bullets. Welcome to Los Angeles. Or as we like to call it, "TWISTED METAL." Only on Sony PlayStation. Play with yourself, or against a friend. Your mission? Hunt or be hunted by 12 deadly vehicles, including one with a psychotic driver who wants to splatter you with flaming ice cream cones. Suburbia will never be the same. Add thanks to the Sony PlayStation's smartest ultra realistic gameplay, you can see impressive 3D0" curves, say, while shredding sod in someone's front yard as you dodge heat-seeking missiles. Or just have fun watching yourself explode in glorious 3-D. Oh, one more thing. Look out for that cute little doggie crossing the street. Don't hit it.

SONY

PlayStation

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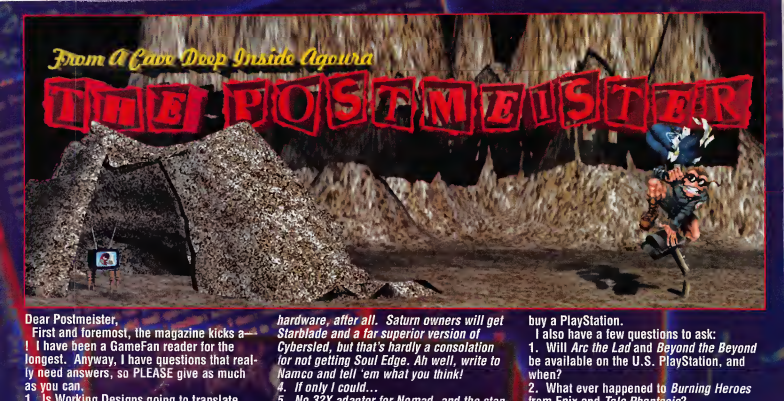
PlayStation™











Dear Postmeister,

First and foremost, the magazine kicks a—! I have been a GameFan reader for the longest. Anyway, I have questions that really need answers, so PLEASE give as much as you can.

1. Is Working Designs going to translate *Lunar* and *Lunar EB* for the U.S. Saturn?
2. What ever happened to Technosoft? Are they alive?
3. Is Namco a Saturn third party, and if so are they going to create *Tekken* or any other games?
4. Please, if possible, get some *Phantasy Earth* photos!
5. Will Nomad get a 32X adaptor? And what developers will make games for it?
6. In your opinion, do you think Sega will cease the abusive FMV games? (I think Sega should let go of Digital Pictures, the company is useless. Sorry DP.)
7. Will Shang Tsung have pause problems on the Saturn in MKII?
8. *Panzer Dragoon II*, yes or no?
9. *Blue Seed* looks awesome, will it cross over?
10. Now for the grand finale! Did you catch the MAJOR @#$%& responsible for the filth written in the Sports section in the September issue of GameFan? I hope… whoever was involved gets their THUMBS CUT OFF.

A GameFan fan forever,
Michael Barrios
Bronx, N.Y.

1. Lunar, probably. Whether Lunar EB is coming for the Saturn or not is unknown… Wouldn't you just kill for it, though?
2. Technosoft is alive, but only barely. After their last project, making that awful Hot Blooded Family game for PlayStation, they disregarded the fact that everybody hated it, and ported it right over to Saturn. They're now working on Revertbion, a first-person space shooter for the PlayStation. It's looking pretty good, but WHERE'S THUNDERFORCE V?!
3. Namco is a Saturn third party, but don't count on Tekken anytime soon, or ever, really. Tekken was made on PlayStation hardware, after all. Saturn owners will get Starblade and a far superior version of Cybersled, but that's hardly a consolation for not getting Soul Edge. Ah well, write to Namco and tell 'em what you think!
4. If only I could…
5. No 32X adaptor for Nomad, and the standard one doesn't work with it. No Sega-CD coming for it either, it's gonna be cartridge only.
6. They promised they would, but I don't see it happening. I think they need help, and the first step is admitting they have a problem. I think that with a lot of love and support, we can all get through this FMV thing, together. Not DP, though. They're beyond help.
7. Almost certainly. There's no way you can have every MK character in the system's memory at the same time.
8. Yes, yes, 100% definitely yes! Oh, wait, are you asking if I think it's a good idea, or if it's coming? 'Cause if you meant the latter, well, I'm afraid I have no news of that.
9. Blue Seed probably isn't coming here anytime soon, but if you ask me, that's just as well. Office opinion is seriously divided on whether it's worth caring about, but everyone agrees that it takes a back seat to Ravearth and Shining Wisdom.
10. Uip, well, sorry I couldn't print the rest of your suggestions about what we should do to that guy, but, this is a family magazine. Indeed, thanks to everyone who submitted suggestions about what we should do to the guilty party. It's nice to know that we have such depra…er, creative readers. All of us here had many of the same ideas you did, but in the end we just told him to clean out his desk and get out, which is about all we could legally do, unfortunately. However, every time anyone sends him a package marked "do not fold, spindle, or mutilate," I, as the Postmeister, will personally fold and mutilate it, and maybe spindle it too, whatever that means.

Dear Postmeister,

First I'd like to begin by saying that I've seen your magazine in my local store and gotten every issue since Volume 3 issue 6, and I'm getting a subscription as soon as I buy a PlayStation.

I also have a few questions to ask:

1. Will *Arc the Lad* and *Beyond the Beyond* be available on the U.S. PlayStation, and when?
2. What ever happened to *Burning Heroes* from Enix and *Tale Phantasia*?
3. What is the latest information on the Ultra 64 Bulky Drive? Some magazines stated it changed to CD-ROM and that it was CD-ROM all along, while others said it was like the Playstation's memory card. Can anyone confirm this? Maybe we'll just have to wait 'til the Shoshinkai this November which hopefully you'll cover. And finally, when will be the release date of *Final Fantasy Ultra* and *Secret of Mana 2*? Thanks a lot for your help.

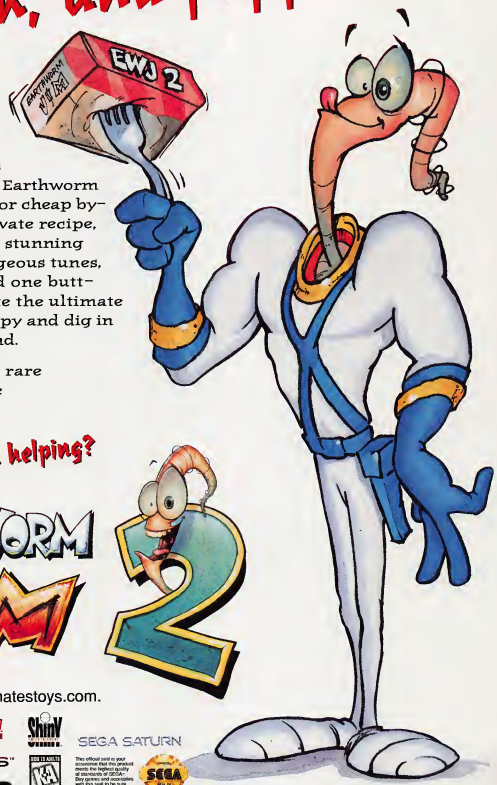
Nuno Teixeira
Rahway, NJ

1. No, and probably not. What a crime! However, Konami's Gensoh Suikoden, which looks better than the both of them combined, will be coming here, probably next year.
2. What did happen to Burning Heroes? A major RPG from Enix, and it faded away with nary a whisper. We'll try to get our hands on one and let you know. The makers of it went on to make Mystic Ark (in this issue), by the way, so I bet it's pretty good… Tales of Phantasia (now featuring the particle "of") is still on the way.
3. Okay, there's been some confusion about this… The Bulky Drive uses a proprietary optical format similar to Sony's MiniDisc format, but not compatible with it. It can hold 160 megabytes or so (a little over 1/4 of what a CD holds), and part of that data will be writable, so you can save your game on the discs, which will be about the size of MiniDiscs. Cool, eh? Oh, and of course we'll be covering the Shoshinkai!

Dear Postmeister and Crew,

How's it going, guys? Just writing to say hi and to stir up some issues with your staff… I own both a Saturn and a PlayStation, and would like to offer my insights and opinions on both companies and their systems, under some general themes:

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Unlike some other games that we could mention, Earthworm Jim 2™ has no fat, fillers, or cheap by-products. Using our private recipe, we've carefully blended stunning graphics, humor, outrageous tunes, amazing game play, and one butt-kicking annelid to create the ultimate gaming feast. Grab a copy and dig in to this meal for your mind.

Hey, killer games aren't rare they're served well done (like Earthworm Jim 2)!

Care for a second helping?

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ADVERTISING: You wonder why Steve jumped ship at Sony? It wasn't Olaf, it was their lousy marketing campaign! I honestly can't see how Sony spent $40 million on marketing. The print ads are just horrible. Polygon man was the absolute worst idea ever in the history of advertising... So they tried the Sofia Says idea... how annoying! Some ugly polygon woman telling me to put down a $25 deposit for a $3 CD with a shameless plug and some half-decent music? Some ugly polygon woman ORDERING ME TO BARK LIKE A DOG?!? Who do these silly ad guys take me for - some slobbering, submissive idiot desperate for a date with a video game character? I'm completely offended by these ads. Oh, and by the way, what the hell is e(nos) lives and why should I care...?

BOX ART: You guys must have seen the box art for the American version of *Toshinden* by now, so you know where I'm headed. Are these American executives boneheads or what? Can you please tell me once and for all why do the box covers of the American versions of Japanese games get absolutely mutilated like that...? It looks like Steve doodled that cover at a slow board meeting or something. Hell, he was probably snickering as he approved that cover for print.

VIRTUAL BOY: The entire gaming press has blasted this Boy to bits, except for good ol' GameFan. I was beginning to believe the "anti-hype" until I saw *Red Alarm*... It's a completely unique experience, and is just plain fun, fun, fun. If titles of this caliber come out on a regular basis, then V-Boy will survive... Anyway, I'm still worried about the future of this product. I really like it, but it doesn't seem to be exciting many consumers. I'm keeping my fingers crossed, hoping that a savior third-party company (say Square, perhaps?) will produce a killer product for V-Boy... I really want to be playing red five years from now, and I feel something definitely has to be done by the big "N" to improve its position. What do you guys think?
Andy N.
Piscataway, NJ

Once again, sorry to hack your letter to pieces there, but you made a lot of good points and we had to stick it in somehow.

We get a lot of letters calling the PlayStation launch the best system launch ever, and lots of letters from people who found themselves #103 in line at Babbages at 8:30am on September 9th. But a lot of people had complaints about Sony's advertising, and I'm inclined to agree. First off, why show doctored pictures of Toshinden in the ads, pictures that look way worse than just the original? And if you're having "wet dreams" about Sofia, as Sony's ads put it, you have big problems. I don't know who they're trying to appeal to, but they insulted a lot of mature gamers with that choice, and insulted just about every female gamer, many of whom wrote in here. As for (e)NOS lives, well, e(NOS) is Sony spelled backwards (phonetically), and NOS all in caps could stand for the Ninth Of September, a day that will live in gaming history.

As for Toshinden art, great points! If we're trashing it, though, might as well include that text on the back! Here's a bonus for loyal Posty readers: the word that was covered up by &%$ marks? "Pimp." Yes, Toshinden has "Pimp Slaps." And for that, you should all buy it right away.*

I think the world would definitely be a better place if everyone at least tried the Virtual Boy. The sad fact about the Virtual Boy is that you can't print pics in magazines, you can't show it on TV, so nobody can really understand the effect 'til they actually try it. You can rent the system at Blockbuster, and I heartily reccomend everyone do so! Unfortunately, things aren't going well for the ol' VB in Japan. Nintendo was sued due to a player fainting (I gotta' get that game!), and lack of sales have caused the system price to be slashed dramatically. Very few new games are being announced, either. No RPG's on the way, but Square is a 3rd party, and IMAX's Innsmouth, a sort of gothic digital comic, is coming soon, but may require Japanese knowledge. Japanese VB games are compatible on American VB's, by the way.

Dear Postmeister,
I'm a U.S. Navy Sailor stationed in Japan. Being the Diehard GameFan I am, this land is the place to be for video games. I own a PlayStation and plan to buy a Saturn next month. I keep hearing about a way you can make a Saturn run both import an U.S. games, how is this and where do I sign up? Also there's a way to convert the on-screen text from Japanese to English, but how?
I've heard all these things about the Saturn, but does the PlayStation have the ability to do the same? Is it possible to run US PlayStation games on the Japan version, or vice versa? People are always asking questions of this nature, so maybe your mag should devote a page of system tech, Q&A. Your mag is still the best, keep it up.

Jason Lowry
Yokosuka, Japan

Ah, to live in Japan... The gamer's paradise. I'm glad you're making the most of your proximity to the land of true video gaming happiness, and I'm pleased to report good news all around on the compatibility fronts.

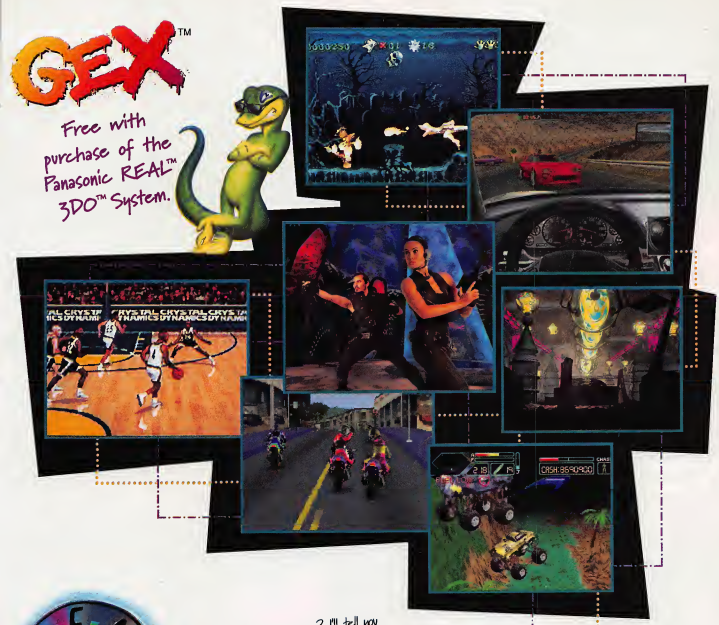
For the Saturn, you'll need to buy a peripheral, but there are some great ones. Don't just get a convertor, 'cause for around the same price, you can get a Universal Pro Action Replay from Datel (most mail-order places will carry this item). In addition to being the best convertor around (it converts both ways, U.S. to Japanese, Japanese to U.S.), it has over a meg of memory you can transfer your saved games to, plus hundreds of Pro Action Replay codes built in you can use to blast through the first generation of Saturn games. Very cool. Even cooler, there's a parallel port on the cartridge itself that lets you download in more Pro Action Replay codes when they become available, and save them to the memory! To make your system text in English, try this: Go to Manage Memory, the top middle choice at the CD playing screen. Choose the option in the lower right hand corner (system settings) and then choose the second choice, language. Now, pick whatever you'd like.

U.S. PlayStations are not compatible with the Japanese versions, and Sony spent a lot of time to make sure convertor manufacturers would have a hard time beating their system. A memory card-slot convertor is in the works by at least one manufacturer, but whether it will work with 100% of games is still unclear. Sony's system does have a few low-tech holes, though...

Thanks for all your letters, Posty fans, and keep sending 'em in!



The PoSTMeISTeR
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Wanna know about the zone? I'll tell you about the zone. It's a wild place man. You got needle neck ninjas, assorted alien mutants, and in your face sports. Yeah, it gets real nasty. A couple of rounds of testosterone producing action and your blister-tered thumbs will be smokin'. And the only way to get in there?... with a REAL 3DO System. You know, the one from Panasonic. Crazy-cool 3D graphics, slammin,' full motion video and CD quality sound that'll have your earwax pooring out like lava. You best bring a change of undies if you're goin' zonin'. See ya.



Panasonic
R·E·A·L™
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REVIEW



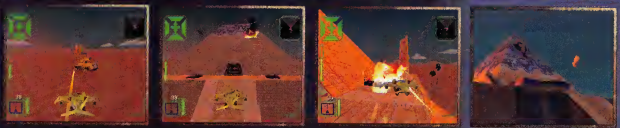
PlayStation

DEVELOPER - SINGLETRAC
PUBLISHER - SONY INTER.
FORMAT - CD
OF PLAYERS - 1
DIFFICULTY - ADVANCED
AVAILABLE - NOVEMBER

DESERT ZONE









E. STORM
I PLEDGE ALLEGIANCE TO THE FLAG... AND SINGLETRAC!





At first glance (hell, at third glance), I didn't have much to say about SI's *Warhawk*. After playing the final, however, I must bluntly proclaim that *Warhawk* is the best game I've ever played in which airborne combat is the theme. *Ace Combat*, *Wing Arms*, *Comanche*... dig a hole and crawl in. This amazing title is to airborne assaults what SF2 was to fighters. It is simply the game to beat. For the first time I'm thinking- if you don't own a PlayStation... you're screwed. Because I don't think anyone in the Sega stable can create the amazing sense of flight exhibited by SingleTrac in this game.

The XA-165 assault craft you pilot in *Warhawk* summons up butterflies in your stomach as you maneuver it through the most stunning 3-D locales ever to grace a home screen. To get an idea of what I'm











talking about (of course, you'll need the game), as soon as mission 1 starts, switch immediately to the chase cam (and never go back) gain some speed and simply hammer the R1 or L1 button. What you'll feel is, well, flight. Don't play for too long though, you're under attack. Mission 1, by the way, is where you'll get acclimated with the XA-165's controls, as you learn which weapons to displace for max efficiency, which ones to save for the final wave, and get used to the XA's ultra realistic feel. The designers of *Warhawk*

CANYON ZONE

obviously started from scratch and rather than mimicking other flight sims, where the craft is made to suit the game, simply re-invented the entire genre by first creating realistic flight and then an environment that could harness it. From Stage 2 on you will simply not believe what you're seeing much of the time. I won't even try to describe it. One thing I will point out, however, is that after years of saying "if I could only go in there" or "fly around that" we finally can. This is exhibited in the third stage, 'the Airship Zone,' like nowhere





else. This level actually holds much bewilderment, such as picking away at huge airships until they burst into flames, and then following them as they descend, crashing into the sea with a mighty splash. After which, throughout the entire scenario, it will float realistically, complete with shadows where it is submerged. The true beauty here, however, lies in the main vessel. You'll notice enemy craft being launched from the tail of the huge warship... hmmm, let's fly up and have a look... You can fly right in, blast through the doors and fly through its narrow texture mapped corridors. Ultimately, this is the way out of the mission;











AIRSHIP ZONE

however, you can fly into the ship at anytime. The whole game is like this, there's literally nowhere you can't go. The PS under the control of these producers has supreme 3-D force.

I am happy to report that the music and sound effects in *Warhawk* are as good as the action. In fact, if not for the ultra-bitchy rat-faced sergeant and the goofy pilots in the cheesy FMV portions of *Warhawk*, I'd score it a perfect 100. Although the FMV is ultra clean, it is such a cheese-oid *Top Gun*-ish ditty that I recommend

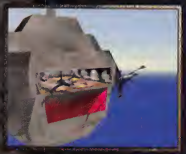






skipping through it as soon as you understand the next mission. Cinemas should be hand drawn animation, not fledgling actors who are more suited to waiting tables. After all, these are the characters you're supposed to imagine being. I don't know anyone who'd want to step into these guy's shoes. I'll go as far as recommending a great anime feature for future developers to watch before inserting painful FMV; *The Wings Of Honneamise* (available now in English by Manga Video at any Tower). These are the dudes that should surround a great game such as this.

























Little more needs to be said here. If you have the slightest affection for airborne combat games you simply must purchase *Warhawk*. Not only is it genre defining title but it's an American bred one. If this game comes out in Japan (now here's a switch, eh?) they might actually get a little jealous. Coming from me, that's saying a lot. -E. Storm





VOLCANIC ZONE

















PREVIEW

PlayStation

DEVELOPER - ID
PUBLISHER - WILLIAMS
FORMAT - CD
OF PLAYERS - 1-?
DIFFICULTY - ADJUSTABLE
AVAILABLE - NOV.





Doom, more addictive than nicotine and about as psychologically damaging, is finally coming home in *all* its glory. Even better, PlayStation Doom comes with a stunning 50+ levels encompassing all of Doom and Doom 2 (and possibly a few new ones), and multi-player interlink capability.

The days of give-and-take PC conversions are clearly over for the game that spawned an entire genre, as we finally have a video game version that perfectly replicates the power of a $2000 computer. Every square inch of every level of both Dooms is here and waiting to be challenged, either alone, or with friends, or against friends. All the sound effects are straight from the PC (or better), and though the music has been changed, I don't expect to be hearing many complaints about the new soundtrack. Most importantly, the game moves *fast*. Not quite Pentium fast, but as fast as any sane human being would want their Doom to run at.

To say that this version of Doom beats out all previous conversions is so laughably obvious that I won't even bother. Instead, we'll go right to the head-to-head with the original PC masterpiece. The creators' intention in programming this game was not to improve Doom, but to replicate it exactly. As a result, you may be a bit disappointed to see that some of the more advanced PlayStation techniques, like light-source shading, weren't used as effectively as the hardware allows. The only cool hardware effect they really exploit is transparency, creating very cool versions of the game's translucent demons.

The music has been changed to a very ominous ambient soundtrack that compliments the game's tension-filled levels beautifully. It employs all sorts of weird instruments, groans, and screams, and always seems to know what's going on in the game, to offer a perfect cacophony of weirdness right before you're attacked from behind, or lapse into an eerie silence as you step into a poorly-lit, unexplored corridor. The sound effects are perfect, from the continuous shotgun reloading sound effect to the howls of lurking enemies. Other than that, everything so far seems to be identical to the PC. The only possible flaw is that the graphics seemed a bit pixelly compared to the computer version, but this is probably just the result of seeing a game previously only viewed on 14" 640x480 VGA monitors on a conventional big screen TV.

Of course, this version also has one big advantage over the original, in that you no longer need to play it hunched over a keyboard, or using some crappy 2-button control pad. The PlayStation's controller is ideal with Doom, employing one pair of L and R buttons for strafing, and the other pair for quickly switching between weapons. And, of course, you get both games on one disc, without any worries about installation problems or glitches. Before Id embarks on their next challenge with their 3rd generation 3-D game, Quake, it's great to finally have a perfect version of the Doom saga for the PC-lacking masses.



TAKUHI

A PERFECT TRANSLATION OF DOOM, AND A GREAT VALUE.


















If you haven't played Doom yet (I mean, I guess it's technically possible that someone hasn't), you have no idea what you're missing. Even though it's nearing its 2nd birthday, Doom still far surpasses every feeble attempt to rip it off.

Doom is more than just getting lost in mazes and shooting things. It'll take strategy both to defeat your foes and get through the levels, especially the expansive mazes and elevator-laden complexes of Doom 2. But there's also a lot of testosterone-lilled killing, delivered through ridiculously over-powered weaponry, lots of blood, and all sorts of advanced strafing, running, and dodging techniques. Toss in tons of suspensetul surprises, some very creeping lighting effects, and the ability to hear your foes before you see them, and you have a game that pulls you into its world and does not easily let go.

The game calculates everything, from the distance you can be to an exploding barrel without taking damage, to how far back a shot will knock a foe, to how much damage a weapon does at point blank range. With a bit of experience, you'll gain the ability to take out a room of eight men with 2 shotgun shells, charge sately through a long, enemy-lined corridor while dodging incoming fireballs from both sides, and eliminate your foes early by shooting them through windows hundreds of yards away. Before long, such techniques become almost instinctual, and then, you're hooked. With over 50 levels total, Doom won't release its grip on you for many, many months. And just when you think you've gotten all you're going to get out of it, you discover the joys of networked play...

So, if you've never played Doom before, this is the ideal place to start. No computer hassles, and beautiful PlayStation control. And it will all be yours this November. - TAKUHI

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RE GONNA SCREAM!

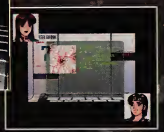


In the near future, Moonbase "HAMLET" is overrun by alien invaders from an unknown source. The A-MAX FACTORIES Corporation sends you and five other highly-trained and heavily armed "specialists" to deal with the situation. Your way of dealing with them is to use the latest in high-tech armor and weaponry to blast them into atoms!

Travel deep beneath the lifeless surface of the moon in man-made tunnels that extend to the horizon. Explore the cavernous moon base in this gripping RPG/Action drama and get set for anything! You'll face challenges as both a warrior and a detective. Find the secret to ridding the outpost of alien invaders, then pilot your Tri-formula Griffon into the toughest fight this side of the Milky Way!







FEATURES:

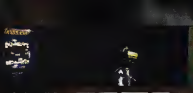
- Your armor adapts into three super-powered formations: Combat, Assault, and Cruise!
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- Obtain vital clues for the key to surviving your next assault!
- Scan enemy aliens to learn their deadly potential before you engage in combat!
- Multiple weapons arrays allow you to customize the fight to your style!

Published by ATLUS

Developed by PANTHER SOFTWARE INC.

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ASSAULT RIGS

REVIEW

PlayStation

DEVELOPER - PSYGNOSIS

PUBLISHER- SONY INTER.

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADVANCED

AVAILABLE - OCTOBER

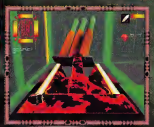


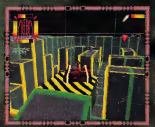
E. STORM
"DON'T TRY THIS AT HOME KIDS"

WELCOME



Prepare to enter a 3-D environment unlike any you have ever before in Psygnosis' ultra bitchin' *Assault Rigs*. Once you settle down after witnessing the finest rendered babe ever to grace a storyline (who's fully animated, if you know what I mean) in AR's intro, you'll become the proud pilot of one of three Assault Rigs. My tank of choice is the speedy yet weakly-armored 'Light Rig' opting for mobility over muscle. From here you'll enter countless arenas (or "areners" as they're pronounced in the game) which grow more vast, complex, and populated as the game unfolds. In each you'll need to find the recommended number of pods before going for the exit which in itself can be a challenge.





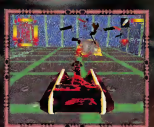




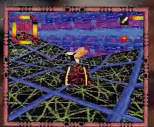
JOY JOY

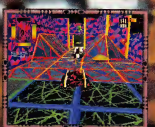
You see, these are no ordinary arenas. They're Psygnosis-bred virtual environments, and therefore not only look absolutely stunning but are deep excursions littered with elevators, floating platforms, and other obstacles which must be seen to be believed. There's an announcer along, too, who seems to have taken lessons from the *Ridge Racer* guy, who'll chime in to make you feel good as you hit big jumps or pull off a great shot. Additionally, you can toggle between 5 camera angles of which the chase cam seems the most fitting. The game starts out in a vector graphics sort of mode and evolves into a fully texture mapped environment, providing an ample dose of elation whichever you prefer.

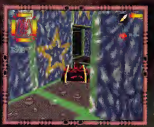
The true glory of *Assault Rigs* lies in three areas: the high tech closed-in environments, which create a hauntingly claustrophobic feeling; the excellent playability, which suits the environments perfectly; and the "I wish I could hard wire these tunes into my brain" happenin techno soundtrack. Assemble these three elements, drop them into a virtual environment filled with splendid texture mapping, and you've got yourself a week long game that beckons you to its controls. It seems to me that we never really knew Psygnosis, until now. What they've accomplished in first generation PlayStation games eclipse almost every other developer's initial offerings. I guess they've always had the talent. Now they've got the tools. -E. Storm

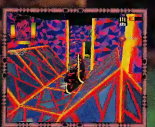




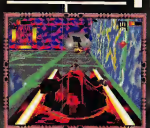






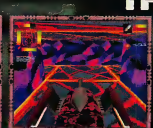


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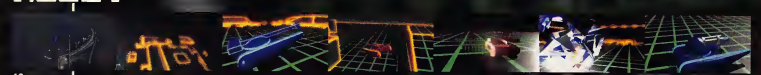




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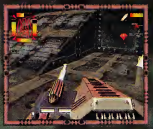
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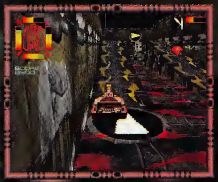


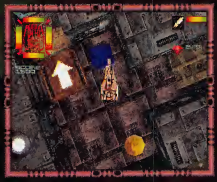


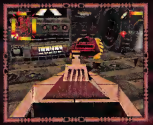


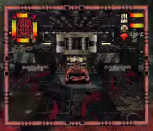
WASTELANDS















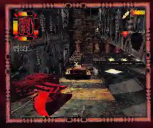




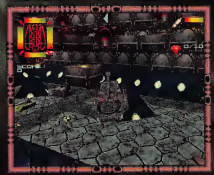


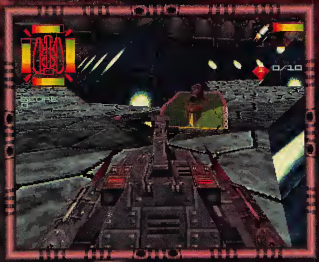
THE BRIDGE





VERTIGO

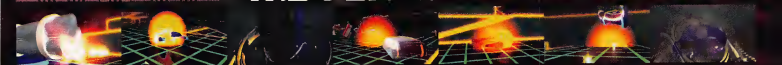


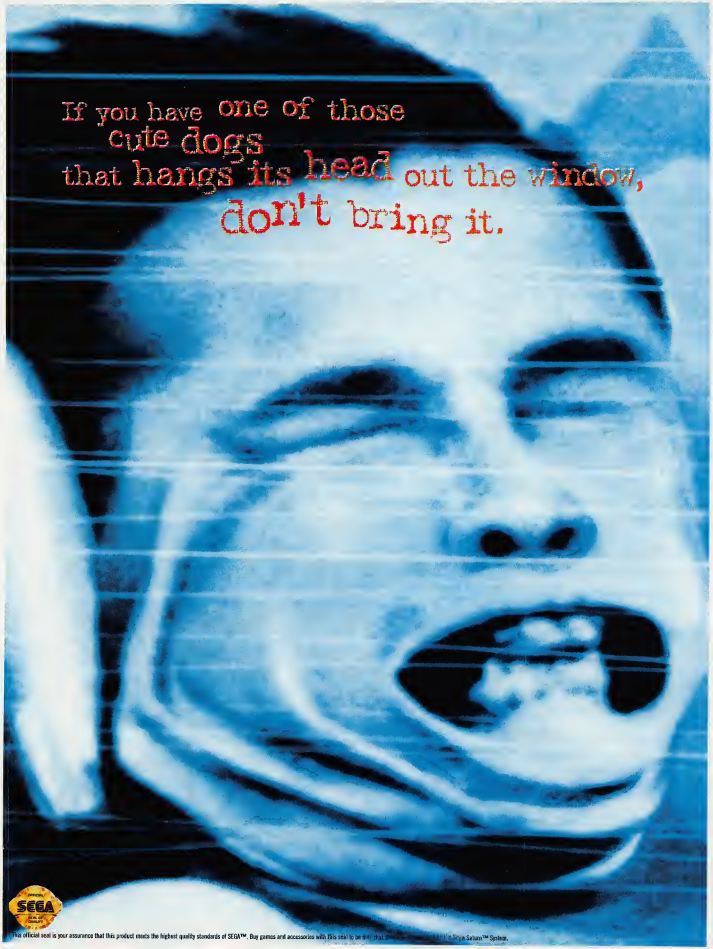


OBLITERATE



THE PERIMETER




If you have one of those
cute dogs
that hangs its head out the window,
don't bring it.
SEGA
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.

4x4 + anarchy = canyon shredding kill fest.



It's 26 levels of car-to-car combat. Customize buffed monster-stompers with trick engines and air-grabbing jump jets.



Hate cheesy acting? Watch two trash-talkin' jerks rip on the gratuitous video.



With our unique, head-to-head 2 player game, grind a pal's ego into the asphalt. It's cruel. But there ain't no 2nd place.



Get a load of Off-world Interceptor Extreme™, the chaotic death-capade featuring wicked 4x4s and a blood-thirsty arsenal. Red-line across the galaxy's most intense, 32-bit texture-mapped terrain, switching on the fly between cockpit and chase view. Careful, though. Grabbing massive air could crush a kidney. Or two.



Available on the Sega Saturn™ and PlayStation™ game console.

MATURE M AGES 17+

SEGA SATURN

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PlayStation

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"TO SURVIVE IN THE ZONE YOU BETTER



BE REAL GOOD OR REAL LUCKY."

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A REAL Experience From The REAL 3DO Zone™, Jimmy "Whadda-Bout", CA

3DO



Saddle up. 'Cause at dawn you ride the death pony. And it's gonna be pure neck-snapping, retina-tearing speed! You see, Solar Eclipse™ boasts third generation 3D technology for the highest frame rate ever. That means tent-pitching velocity for our latest space combat n' carnage convention. But hey, it's more than some cosmic speed trip. Your mission's to battle a computer gone HAL—with all the high-tech weaponry your top gun wet dream can handle. And where are you dancin' this metallic lambada? On the new Sega Saturn™, of course. Oh yeah, you'll be smokin' mister. But don't bother cracking a window. It's 32-bits of solar windburn out there.



Pick from a shiny collection of do-it-yourself death tools. E-Z High Explosive Plasma Guns, convenient Thermal Tracking Missiles, handy Pulse Laser Cannons. (Tool belt not included.)



Choose cockpit or chase plane view while screaming thru 30 texture-mapped worlds. Jagged asteroid fields, fiery planet surfaces, lava filled caverns, and other sunny destinations.



Working around the clock, scientists in our speed lab achieved hyper-realistic Full Motion Graphics. Our secret? Ass-kicking proprietary engine parallel processing with Ed's '72 Pinto.



Meet Claudia Christian as the tough Major Kell—She's nursing an intergalactic grudge against you the size of Uranus. 40 minutes of Full Motion Video let her hone her ball-busting ways.



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Call 1-800-771-3772 for game rating information.

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CRYSTAL DYNAMICS™

REVIEW



DEVELOPER - SINGLE TRAC
PUBLISHER - SCE
FORMAT - CD
OF PLAYERS - MULTI
DIFFICULTY - INTERMEDIATE
AVAILABLE - NOW



K. LEE
ADDICTIVE, UNIQUE...
I LOVE IT!

TWISTED METAL









PASSWORDS OF JOY:
"Assault on Cyburbia"
XDAAA
"Warehouse District Warfare"
OADOO
"Freeway Password"
XOOOA
"River Park Rumble"
XADOO
"Helicopter View"
OOAX
"Arena 5 Password"
OADOO

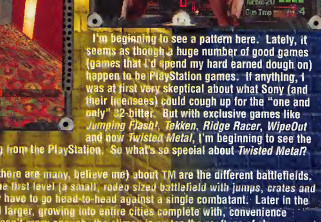
DRIVE INTO SPLIT SCREEN CARNAGE!





THE BATTLE FIELDS

ARENA
WAREHOUSE
FREEWAY
CITY PARK
CANAL
ROOFTOP



I'm beginning to see a pattern here. Lately, it seems as though a huge number of good games (games that I'd spend my hard earned dough on) happen to be PlayStation games. If anything, I was at first very skeptical about what Sony (and their licensees) could cough up for the "one and only" 32-bitter. But with exclusive games like *Jumping Flash!*, *Tekken*, *Ridge Racer*, *WipeOut* and now *Twisted Metal*, I'm beginning to see the true light and those rays are coming from the PlayStation. So what's so special about *Twisted Metal*? Everything, my friend.

One of the many cool things (and there are many, believe me) about TM are the different battlefields. Things start out simple enough in the first level (a small, *rodeo sized battlefield with jumps, crates and multiple power-ups*) where you only have to go head-to-head against a single combatant. Later in the game the battlefields get larger and larger, growing into entire cities complete with, convenience stores, schools, gas stations, freeways, ravines, bridges, tunnels, the works. As if that wasn't crazy enough, the climax is on top the rooftops of skyscrapers!

The ultimate goal of any game is to totally immerse the game player within the action (or strategy or story or whatever). This is where TM comes up in spades. Try to forget about the cool, *Escape From New York* style 3-D polygon graphics, forget about the rockin' tunes or the huge battlefields... that's just the icing on the cake. You see, the true essence of *Twisted Metal* is the moment when you're hiding in a dark alley, waiting to pounce on your victim like a blood-thirsty predator. You get the sense of "I'm alone in all this chaos, and if I don't kill whoever is out to get me, I'm finished." It's not just a visual sense and it's not just an aural sense, it's a sense that you can FEEL in your gut. THAT is what this game is all about.

The only slight glitch (so to speak) in TM is the control. It'll take you a while to adjust yourself to the hyper-sensitive steering action and the multiple commands can be confusing at first (after all, *Twisted Metal* is like no game before it) but it's nothing a true gamer couldn't handle. I recommend TW to anybody who's looking for something fresh and unique. *Twisted Metal* is one of most enjoyable games I've come across in a long time. -K.LEE



CRITICOM



PREVIEW



DEVELOPER - KRONOS

PUBLISHER - VIC TOKAI

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - NA

AVAILABLE - DECEMBER

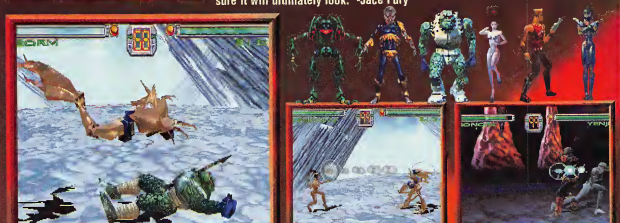
Before I begin, let me start off by saying I am a huge fan of fighting games. And like many, my fascination with the genre began ever so humbly with a game known simply as *Kung Fu*. Those days, when fighting games were a rarity, are long gone. I need not speak of the outpour of fighters in recent years, many that scream "Rip-off!" "I know, lets give Herby the Wonderbeetle a dragon-punch."

Upon hearing the news that Vic Tokai, the guys behind *Socket* and *Golgo 13* were making the jump to the wonderful world of fighters, I was at first more than a bit skeptical. I feel as though companies should stick primarily to what they're good at... For example, Capcom and fighters, Square and RPG's, and yes, Vic Tokai and side scrollers. I'm afraid that in *Criticom's* case I may be right.



Excited to be previewing a fighter, I quickly loaded *Criticom* into my PlayStation. What followed is one of the best intros I've seen in a fighter. *Criticom's* is indeed overflowing with impressive rendered cinemas and a very interesting story.

Visually, *Criticom* looks quite promising. However, for the time being, I believe the operative word here is "looks." It seems Kronos is going for a blend of *Eternal Champions* and *Toshinden*, (EC style characters and *Toshinden*-like gameplay). As we all know, a good fighter is determined by its control mechanism, reaction time, combo system, and balance. Although visually impressive in its current state of development, the play mechanics in *Criticom* are in desperate need of much work, as are the polygons, which overlap and flick about quite a bit. Hopefully (*Criticom* is slated for a December release), there is still time to make this game play as good as I'm sure it will ultimately look. -Jace Fury



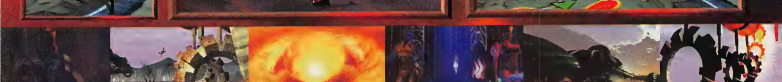


JACE FURY
THE JURY IS STILL OUT ON CRITICOM.









Destruction derby



Rookie — Pro — Amateur

SPEEDWAY



CROSSOVER



OCEAN DRIVE



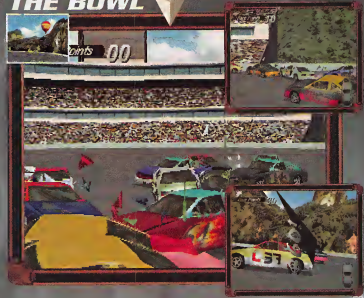
CACTUS CREEK



CITY HEAT



THE BOWL



It was a shame that *Viewpoint*, one of the few truly classic shooters released in the last few years, never came home to any systems more widely owned than the Neo-Geo, Neo-CD, and Marty (the Genesis version doesn't count). Well, *Viewpoint* now has a fresh coat of paint, and is ready to hit PlayStations everywhere, courtesy of Electronic Arts.

As you can see, the graphics in *Viewpoint* have been improved dramatically. Everything's computer-rendered and shiny, and rotate and animate as well as they did in the original. The backgrounds have received the same treatment, resulting in eye-popping re-creations of the original's alien landscape. Bombs and special weapons now create stunning light-source shading, lighting up the screen in the cold sep-tic glow of laser fire. The excellent new FMV intro doesn't hurt, either.

But you needn't worry about the programmers straying too far from the original. Everything is exactly as it was: every sprite in exactly the same place it was before, every boss launching the same attacks, and every level progression identical to the slow-moving but fast-paced original. EA improved everything they should have, and left the rest alone... With one exception: The redone music is far worse - as if an incoherent jumble of random sound clips and cheap synth techno would equal the majesty of the original! I can only hope that they'll reverse course and just remix the Neo soundtrack.

Otherwise, this is a great opportunity for a new generation to rediscover an epic piece of shooter history. Though American Sammy may be dead, it's nice to know that their masterpiece is in good hands. -Takuhi

PREVIEW

PlayStation

DEVELOPER - EA

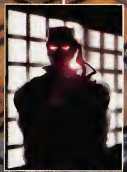
PUBLISHER - EA

FORMAT - CD

OF PLAYERS - 1 - 2

DIFFICULTY - ADVANCED

AVAILABLE - NOVEMBER



TAKUHI
AN OLD FAVORITE WITH A NEW TWIST.

VIEWPOINT







The game you see before you could help usher in a new era of gaming. If *Loaded* sells as good as I think it will, similar games adopting mature themes will undoubtedly surface and the change we've been predicting for the game industry will begin to unfold. That is, that an older user will embrace it, and thus, more dollars will be spent to insure our sustained interest. Everybody wins. The more diversity in the industry the better, because while 3-D and fighting games may be enough for some, they alone can not sustain the mass market.

The game business undeniably revolves around the select few titles that make an impact. Take *Doom* or *Street Fighter*, for instance... Since their initial success, they've launched countless spawn. What I'm hoping games like *Loaded* and *Legacy of Kain* prove is that improving upon tried and true concepts can be a profitable venture and that one does not HAVE to make a polygon fighter or corridor adventure to enjoy great sales. While everyone clamors to create the next big thing, the obvious is staring them right in the face. Bring us enhanced versions of what we've traditionally embraced and we will come! Can you tell me you wouldn't instantly buy a 32-bit version of *Castlevania*, *Ghouls & Ghosts*, *Metroid*, or *Zelda*? I thought not.



The designers at Gremlin have taken a basic game design, the top view shooter, and kicked it in its tired butt. The end result is a high powered adrenaline pumping shooting adventure that'll leave burn marks in front of your entertainment center. If it's good enough to start a trend remains to be seen, but I'm hopeful.

Playing *Loaded*, you're basically always searching for card keys to gain access further into each disgusting maze to ultimately reach the surface, then escape. What makes this so entertaining is the damage you inflict on your way, the puzzling level design, and how utterly awesome it all looks. Detonating specials that light up the sky and warp floors, huge neon beams that produce earth shattering explosions, bodies snapping back and coming apart as they're shot, light source shading that produces hues of light previ-

UPDATE

PlayStation

DEVELOPER - GREMLIN
PUBLISHER - INTERPLAY
FORMAT - CD
OF PLAYERS - 1-2
DIFFICULTY - ADVANCED
AVAILABLE - NOVEMBER



E. STORM
I WANT MY MAMA!











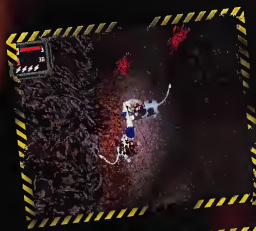
ously unimaginable, stages that line scroll constantly, and the ability to scale way back, or way up at any time are just part of what makes *Loaded* such an experience. I was hoping to bring you a review on *Loaded* this month, and finally go into depth about gameplay and overall challenge. However, although nearly completed graphically, *Loaded* has a ways to go in the tweaking department. In its current state it's just way too hard. The enemies are like magnets and pounce in groups at lightning speed. Even with Mamma (ain't he cute) completely powered up I couldn't hold them back. Literally every square inch of the playfield is littered with crazed killers. I'm quite sure that this outpouring of enemies will be corrected and some balance will be interpolated. If the designers can get this carnage-fest to play as good as it looks, they have a good chance of resurrecting the whole top view action category.

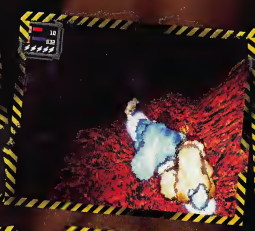
In the music department, *Loaded* seems to be leaning in the right direction, that being a mixture of punk and metal furiously grinding in sync with the action. They've certainly dialed in the sound effects. I've never heard such clean, crisp spurting and gushing.

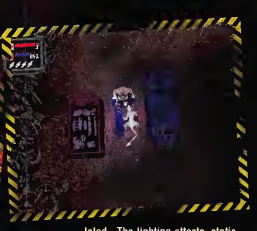
Visually, *Loaded* is unparal-













leled. The lighting effects, static screens, character design, and environments are all some of the best I've seen in my ten years behind a controller. The dimly lit corridors light up as you fire, and passing under translucent colored lights produces an effect I'll never grow tired of. *Loaded* is easily one of the best graphic achievements of the year.

Loaded appears to be very long, and equally addicting, with a large emphasis on exploration. Like I said before, if they calm down the enemies, the overall playability will be excellent. There's one thing, however, that really needs to be changed. Strafing can only be achieved by holding the L1 button, located over the directionals. This



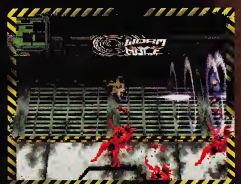


AT LEAST HE WENT PEACEFULLY.

mechanic is severely awkward, especially since strafing is the single most important aspect of *Loaded*'s gameplay. When enemies are approaching from multiple angles, quickly re-adjusting and holding position is crucial, and with the current set-up it's next to impossible.

That about wraps up our *Loaded* update. Next month, we'll finally get to review this game which we've all grown so fond of. We feel sort of responsible, since we've made a concerted effort to bring it into the spotlight. I'm quite sure Gremlin won't let us down. -E. Storm







PREVIEW

CyberSpeed™

PlayStation

DEVELOPER - MINDSCAPE
PUBLISHER - MINDSCAPE
FORMAT - CD
OF PLAYERS - 1
DIFFICULTY - NA
AVAILABLE - NOVEMBER



K. LEE
AND NOW A WORD FROM OUR SPONSORS.



Here's Mindscape's first foray in to the wonderful world of PlayStation: *Cyberspeed*. This futuristic 3-D racing/shooter is well underway, and should be headed your way this November .

The overall look and theme of *Cyberspeed* is similar to Psygnosis' incredible racer, *WipeOut*. In *Cyberspeed*, racers from all over the world (Japan, Australia, Jamaica, USA, etc.) compete in a "winner takes all" tournament spanning the globe.

Each vehicle is connected to a suspended beam of light that follows the undulating track. The vehicles can then rotate around the beam to gain inertia in tight corners, pick up floating power-ups or even pass other racers! All the race vehicles (and racers) have different strengths and weaknesses. One car may have blazing speed but have limited weapons and another may have buff armor but be as slow as the American Justice system. It's all a question of balance.

Another area of note in *Cyberspeed*, are the wacky FMV commercials spread throughout the game. These fictional advertisements range from corny and fruity, to entertaining and even hilarious. They have nothing at all to do with the game, but they add an element of uniqueness and fun to *Cyberspeed*. Look for more on this unique racer in future issues. -K.Lee

Destruction derby

LOVE THY NEIGHBOR.
WRECK HIS CAR.



KIDS TO ADULTS
K-A
AGES 6+

PlayStation

PC CD ROM

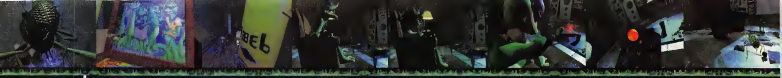
"It's the most impressive PlayStation game yet" Next Generation

"A carnage-filled crunch fest" Die Hard Game Fan

"The most realistic crashes we've ever seen" Game Players

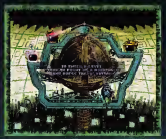
"This is stock car racing on steroids" Electronic Gaming Monthly

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GEX







PREVIEW



DEVELOPER - CRYSTAL DYN.

PUBLISHER - CRYSTAL DYN.

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - 4TH QTR.















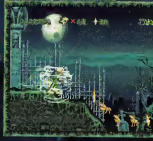
E. STORM
"THIS LOOKS FAMILIAR" -GEX



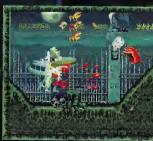
In 3DO lore, *Gex* will go down as the singular high powered platformer for the system. Pity that both the PS and Saturn versions will eclipse it, right?... No way. Bring us the *Gex* we deserve!

Gex on the PS is essentially... *Gex*. One great, very diverse, very funny, and very re-playable platform adventure, starring the coolest lizard since Godzilla. Dana Gould's along as the voice of *Gex* (big news flash, huh?) and provides *Gex* with HBO quality wit throughout. So, you see, you really must have this game. The PS and Saturn games are faster, smoother, and will benefit from two great controllers. *Gex* will soon be available to a much larger user base and therefore it is in all of our best interests that I let you in on a little of what made it such a hit on the hit-less 3DO. The game stars a lizard, thank you, goodnight.

The preview version pictured here (in RGB, no less) featured one entirely playable level and, judging from it, I'd have to say that a great platformer is becoming an even greater one. Everything that made *Gex* so enjoyable on the 3DO is being magnified. Such was the case with *Total Eclipse* and *OWI*, which got the full frontal dose of adrenaline and *Gex* looks like he will follow suit and become equally all pumped up on the PS. Look for big *Gex* coverage in the months ahead. -E. Storm















SONY

PlayStation

PC CD ROM



wipEout

EXTREME G-FORCE IS A TRADEMARK OF WIP3'OUT™

A Dangerous Game

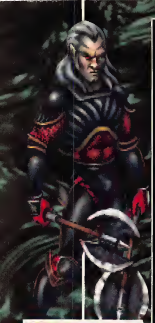
PLAYSTATION: OCT. 20th/PC CD-ROM COMING THIS WINTER

"The best reason to own a PlayStation"
– Ultimate Gamer
"Wild, stomach-twisting driving"
– Game Pro
"With WipeOut, the future really is now"
– Die Hard Game Fan

- 6 real-time 3D tracks
- 8 Anti-Gravity craft
- Multiple strategic weapons
- Link-up cable option
- Cool sounds & FX
- Totally killer graphics

KIDS TO ADULTS
K-A
AGES 6+

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In ancient darkness an evil is spawned, corrupting a peaceful land into twisted ruin.

Witness the land, a hundred years into decline - the rotting, festering corpse of Nosgoth.

From within the unhallowed crypts and sepulchres of Nosgoth, you are Kain, a fledgeling vampire, who wakens to a tormented existence.

Nosgoth awaits, dimly lit by a fading sun - teeming with the mewling hordes of human cattle, upon which you will feed.

Kain, you must reach the surface or die, unknown and forgotten in desolate tombs and forsaken mausoleums!

You have a need for vengeance and thirst for the crimson vitality of fresh blood.

Drink deep and indulge your gift...!

EXCLUSIVE

PlayStation

DEVELOPER - CRYSTAL DYN.
PUBLISHER - CRYSTAL DYN.
FORMAT - CD
OF PLAYERS - 1
DIFFICULTY - NA
AVAILABLE - 1ST QTR. '98



E. STORM
JONATHAN HARKER'S WORST NIGHTMARE. ONE GREAT GAME!









MUTATIONS BECOME WEREWOLF VAMPIRE BAT OR MYST







For years we've been begging for a game that truly leaked heart-stopping carnage. It was simply not meant to be during the reign of 16-bit. Today however, we have new, mega-pumping CDs, and consequently a new era in gaming has been born. This is no more apparent than in the bloodthirsty adventure before you: Crystal Dynamic's Blood Omen: Legacy of Kain. Reading the text contained herein will tell you much, but I have another tale to tell.

Since Kain is in the early stages of development, I can only comment on one aspect of its amazing gameplay...blood-sucking. Kain wields a sword, and later an axe. Holding the attack button causes him to swing these, gracefully inflicting multiple woundage depending on the length of the hold. Once Kain staggers an innocent victim, as they waiver, heart beating loudly, he pitches back his head, holds out his arm and drains their blood. In one fell swoop he then wipes his mouth clean to a vile slurping sound. Seeing this for the first time is a memorable occasion.

This 100-plus hour adventure is graced by fluid animation, amazing gothic art, and cinemas that will leave you spellbound. Kain will without a doubt become one of 1996's most memorable adventures.

Say good-bye to cheery little elves and happy fairies, and hello to USDA prime vampire adventure. The meek need not even approach. -E. Storm





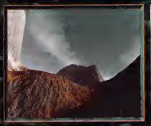




BLOOD OMEN
LEGACY OF KAIN























As darkness gives way to pallid light, your vampire eyes see the world anew.

Nosgoth is before you, glorious in its death throes, overrun with cowering mortals.

It fills your vampire heart with contempt and scorn.

You have rejected humanity, because of what you have become.

Humanity resents you, for you are Kain, A Vampire.

And the Blood is the Life...

Forget about saving the princess. Blood Omen: Legacy of Kain is an epic adventure game that takes you to the darkside.

You're Kain - a reluctant vampire on a quest for revenge. You'll be kicking ass and filling body bags.

Morph between Vampire, Bat, Wolf and Mist forms.

Controllable, on demand, dynamic camera zooms keep Kain in the center of the action.

Real time blood spraying arcade style combat

29 spells and 5 Weapon / Armour power-ups

Encounter 114 different types of enemies

Explore a rich world over 160,000 screens in size

Smooth animation: Kain has 15,000 frames of animation

Over One Hundred hours of game play

Mature storyline, highlighted with 25 minutes of full motion animation

Blood Omen: Legacy of Kain assaults your sensibilities this winter.


CAPCOM
STREET FIGHTER
ALPHA
WARRIORS' DREAMS
COMES HOME...

AMERICA'S LARGEST KILLER OF TIME™

ZOOP - IF YOU START YOU MAY NEVER STOP



(Dream cycle of a normal and healthy teen)



(Dream cycle of a teen who plays *ZOOP*)

Warning! *ZOOP* looks and plays like an innocent game, but extensive play may cause the following symptoms: loss of friends, loss of appetite, insomnia and excessive battery consumption. Whenever possible, avoid play.

The mental anguish of playing *ZOOP* grows until one day it manifests itself on your face.

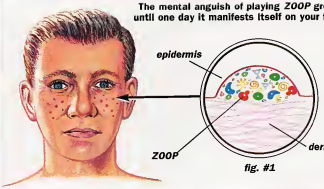
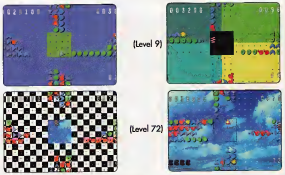
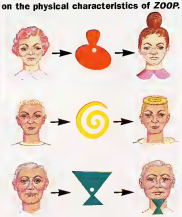


fig. #1

THE DEPTHS OF *ZOOP*



Research has shown the longer you play *ZOOP*, the more you actually start taking on the physical characteristics of *ZOOP*.



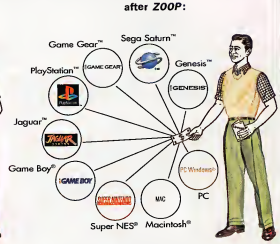
(Prolonged psychological effects are still under study.)

MONEY SPENDING PATTERNS.

before *ZOOP*:



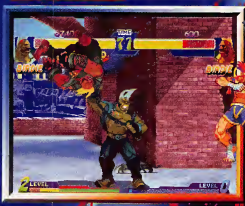
after *ZOOP*:



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WORLD EXCLUSIVE PLAYSTATION PREVIEW!





The only perfect arcade translation is a pinnacle many have tried to reach, but something few have ever achieved. Only a handful of faultless arcade-home ports came to mind. Pong, Super Mario Bros., Tekken. Many games have achieved home perfection long after their arcade counterparts had withered away, but to me the release of a genuinely perfect home version has to be done in a timely fashion. Even though our version was but 60% complete, I can say with complete certainty that Capcom's lustrous Street Fighter Alpha for the PlayStation is almost ready to join the sacred order of perfect arcade ports.

Our CD had only six complete characters, so please forgive the lack of variety in our screenshots. They should give you an idea of just how perfect this verison is; a quick glance above will verify that the arcade and home versions are pixel-perfect... that's just all there is to it. On an RGB monitor, you ARE playing the arcade game. There are, however, a few differences that may change in the final product: Gameplay was perfect, but I found crossups much easier to do, and Charlie's ducking forward two-in-ones. This may simply be because the game is untinished, or these may have been features of the Japanese arcade version. Only time will tell. On a more permanent note, the music has been completely arranged. Unlike the fruit-ridden tunes in the 300 Super Turbo, Alpha's music has the exact same instruments and composition (albeit much improved) as the arcade. For some unfathomable reason,









Capcom saw fit to add a large sampling of wah-wah action to the backbeat, but it does grow on you. A choice between the original arcade tracks or arranged would be indescribably radiant, but this will probably not be the case.

I can think of no game other than perhaps Dragon Quest VI that I'm looking forward to more than the home version of Alpha. It's easily the best and deepest fighting game of all time, as far as gameplay systems go. You can add all the texture-mapped glory you want, but without great gameplay you have nothing. Alpha, like every Street Fighter, is a game you could play for years, discovering new techniques virtually every day. A final note: Capcom alleges that a Saturn version will be available with the PlayStation game in February, but apparently the Sega version wasn't far enough along in development to give us for preview. Whether Capcom makes this deadline with the Sega version is anybody's guess. A $2000 arcade game six months after its release for $80... ain't life grand?

- Nick Rox



EXCLUSIVE

Amok



SEGA SATURN

DEVELOPER - SCAVENGER
PUBLISHER - SCAVENGER
FORMAT - CD
OF PLAYERS - 1
DIFFICULTY - NA
AVAILABLE - 4TH QTR.











E. STORM
THESE GUYS POSSESS SOME SERIOUS POWER!



















The game that lies before you had everyone at GF literally dumbfounded. Scavenger is known for squeezing the most out of every platform they work on. They did it in *Sub-Terrania* and *Red Zone* for the Genesis, the upcoming *X-Men* for the 32X, and now with the power of the Saturn at their disposal, they are literally breaking new ground. Scavenger games are going to be noticeably better than most. In fact, the only 3-D engine this impressive lies in the hands of Core. I pray Sega is taking good care of both developers. They alone are reason enough to own a Saturn. At this time we know little about *Amok* (other than it looks and plays brilliantly). We do know you'll be piloting an underwater craft on various missions and doing battle with some of the most realistic looking texture-mapped polygon enemies ever seen, all to some happenin' techno. One noticeably welcome aspect of *Amok* is that you *feel* like you're underwater. Your craft steers accordingly and visually, well, you just have to see this one move to fully appreciate it. We'll be back with additional coverage on all of Scavenger's games throughout their development. -E. Storm

Screw the Prime Directive. If it's on radar, it's toast.



Intense, 3D texture-mapped terrains of reflex-assaulting canyons and tunnels. Dramamine™ cocktails, anyone?





Scream through 20 different rounds of nonstop destruction. Remember, the more you kill, the better you feel.



Featuring new Save Game option, cookie-tossing 360° barrel roll capabilities, and life-saving power-ups.

Forget about that intergalactic brotherhood crap. 'Cause with Total Eclipse Turbo™, the space-combat simulation for the Sony® PlayStation™, there ain't a heapin' helpin' of hospitality for light years. And with all those squid-faced aliens stopping in to party, you're gonna have to fire up your wicked welcome wagon and get this 32-bit block party blazing.



("One of the best 3D shooters ever." "Just gotta have it!" -*DieHard GameFan*)

CRYSTAL DYNAMICS

Call 1-800-771-3772 for game rating information. Crystal Dynamics and Total Eclipse Turbo are trademarks of Crystal Dynamics.

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EXCLUSIVE

DEVELOPER - SCAVENGER

PUBLISHER - SCAVENGER

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY -NA

AVAILABLE - 4TH QTR.



E. STORM
THE BEST 3D I'VE SEEN ON THE SATURN THUS FAR.



Scorcher



It's a fact. The PlayStation is capable of better 3-D game environments than the Saturn. Er, uh, at least that's what I thought until I saw Scavenger's *Scorcher* for the first time. At first glance, you'd swear *Scorcher* is a PlayStation game. It has insane light source shading, smooth, detailed texture maps, and not a hint of pop-up. How this is being achieved on the Saturn is beyond me. But who cares? If you have a Saturn you're on the receiving end of one spectacular game. Aside from its beautiful looks, *Scorcher* represents a new twist on an old theme and that is what will ultimately bring it to fame. In this futuristic combat racer you pilot a sphere. This presents some welcome characteristics to a tired theme. Inclines must be approached rapidly to maintain speed, holes which send you into the void must be leapt, and other crafts must be out-maneuvered. It's all set among brilliantly crafted backdrops moving at 60 fps, to inspired techno melodies. How can one pass up such an opportunity? The big question on my mind is why do Scavenger's games look so much better than most of what's out there? And given that fact, why aren't they perched upon Sega's highest pedestal, backed by a major marketing effort? Hey, maybe soon they will be. After all, the fight is really for developers at this point, isn't it? We'll have more, more, more on *Scorcher* in the months to come.

– E. Storm















FINISH HIM!



FRIENDSHIP?



KINTARO'S REVENGE!



IS THAT YOUR BEST?



SMOKE AWAITS!



ALL 12 KOMBAT WARRIORS!

lightning strikes.

PREPARE FOR THE ONLY KOMBAT ON SATURN™!

MORTAL KOMBAT® II

The high-voltage action of Mortal Kombat®II strikes Saturn™. "Finish him" with the supercharged graphics, character animations, CD-quality music and electrifying sound f/x of this arcade blockbuster. Ultra-powerful special moves, Friendships, Babalities, hidden surprises, crushing combos, and out-of-this-world finishing moves are yours to kommand. Let the Kombat kontinue on Saturn™!

MATURE M

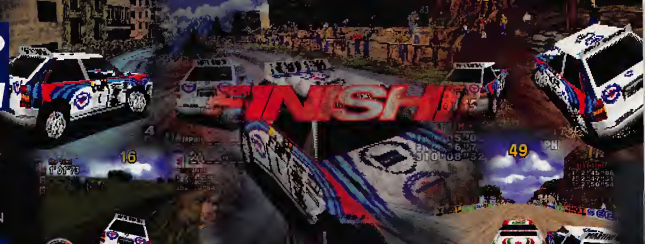
SEGA SATURN™

MIDWAY®

Acclaim entertainment inc

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PREVIEW



SEGA SATURN

DEVELOPER - AM2

PUBLISHER - SEGA

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - ADJUSTABLE

AVAILABLE - DECEMBER



NICK ROX

The Saturn consistently amazes me. It's almost as if developers (the good ones, at least) have shot up three development generations practically overnight, and this is shockingly evident when *Sega Rally Championship* is compared to *Daytona*. It's like looking at two different systems. I have total faith in the Saturn's 3-D now; *VF2* and *Rally* have confirmed this beyond any doubts. Model 2 it ain't, but for home 3-D, only the PlayStation's better games can beat this.

In Japan, *Rally's* biggest selling point was its engine noises sampled directly off the two cars you can choose, the Toyota Celica GT-Four and the Lancia Delta Integrale, both winners of 1994's championship rally. Uh... I guess that's kind of exciting, but for me the real joy of *Rally* was in its visuals. Thank the heavens you can change the handling to make it more *Daytona* or *Ridge Racer*-ish... the arcade control was just way too realistic for me. You can also alter many aspects of the cars in the Saturn version, like the tire grip, transmission, and suspension. While on the subject of original Saturn features, there's a *Daytona*-like Time Attack mode and, of course, an option mode in which you can alter the number of laps and listen to the trusty-as-always B-Univ tunes.

Rally's 3-D is incredible. The movement never drops below 30fps and pop-up is about 90% less evident than it was in *Daytona*. The winding *Rally* tracks certainly help to deter pop-up, but you can tell this engine is amazingly powerful. The only major graphics difference I found from the arcade version was a lack of sky reflections in the Desert's puddles... AM3 even replicated the translucency of the car's windshields. Even this could change, however, as our version was only 75% complete.

Every Saturn owner HAS to buy *SRC*. It's the most impressive 3-D on the system so far, and you simply haven't *lived* until you hear the hilarious "Game Over Yeah!" as it it was a mighty treat to have lost. We'll be back with a review on this game of ultimate force next month! -Nick Rox































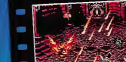




















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ETERNAL BLUE

...GREAT ANIME SCENES...
— GamePro

...INGENIOUSLY WRITTEN...
— GameFan

...A MAGNIFICENT RPG...
— Game Informer

...INCREDIBLY FUN TO PLAY...
— EGM

In The Darkest Hour,
Hope Springs Eternal.

50 Minutes of Animation!
Over 90 Minutes of Spoken Dialogue!
Hours of Incredible Music!
60 Hours of Gameplay!

KIDS TO ADULTS
K-A
AGES 6+

WORKING DESIGNS™

Our games go to 11™

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SEGA CD™

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REVIEW

SEGA SATURN

DEVELOPER - CRYSTAL DYN.
PUBLISHER - CRYSTAL DYN.
FORMAT - CD
OF PLAYERS - 1
DIFFICULTY - ADVANCED
AVAILABLE - NOW



E. STORM
CAN YOU HEAR ME MAJOR TOM?

A true adventure...

With Crystal Dynamics' latest entry in to the shooting category they've really come in to their own. *Solar Eclipse* is one of the best 3-D shooters I've ever played. It incorporates many fresh new ideas that the category has been sorely lacking. Here's a breakdown of what those are.

Adventure: SE is more than just a garden variety shooter. For the first time, FMV comes in to play and actually works. That's right folks, it actually enhances the gameplay. There are two reasons for this. Number one: Being the quality oriented company they are, Crystal has hired professional actors, many of which you'll instantly recognize. Number two: The video has an effect on the gameplay. You really feel connected to the story. You'll be given the opportunity to either follow or disregard communiqués throughout the game.

Design: The level design in SE is as vast and complex as any you've ever come up against. From hilly valleys littered with enemies you'll duck into cavernous regions filled with a wealth of tunnels. Some are so tight you can barely see what's ahead and some are vast tombs that look and feel truly cavernous. The textures in each and every level are simply gorgeous. Multi-colored, animated, diverse locales are this game's trademark. All the while, the frame rate is almost unbelievable and the background twists and warps along with your ship. SE's enemies are equally impressive, and there are many.

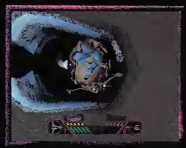
Playability: Besides being insanely hard in the later levels, as you must nail targets to light your way, SE plays brilliantly. The chase cam is of course perfectly tweaked but additionally, for the first time, the cockpit view is equally impressive. The console is futuristic, shaded and detailed, and gives you the sense you're sitting in a














IN SPACE... NO ONE CAN HEAR YOU SCREAM






space fighter. This is the first time I've actually used this option.

Overall Presentation: SE is finely produced. It opens like a movie and has the best opening sequence of events I've ever seen complete with actual adult drama, i.e.: it's more like watching HBO than *Night Trap*.

Additionally, the cast uses cuss words (though mild), which further add to the realism of the game without insulting your intelligence. The dialog and soundtrack perfectly match the game, providing a unique blend of cinematic experience and shooting action.

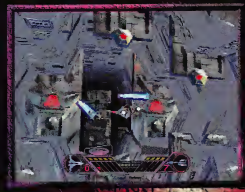
There's almost nothing in SE to complain about, other than a couple of the bosses that to me were a bit too abstract. *Solar Eclipse* is, simply put, one of the best 3-D shooters of the year and one that you should without a doubt make it a point to experience. -E. Storm



CRYSTAL DYNAMICS PUTS THE SATURN TO THE TEST






UPDATE

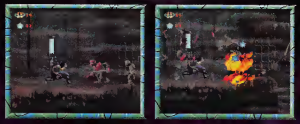
SKELETON WARRIORS

SEGA SATURN

DEVELOPER - NEVERSOFT
PUBLISHER - PLAYMATES
FORMAT - CD
OF PLAYERS - 1
DIFFICULTY - NA
AVAILABLE - NOVEMBER



E. STORM
SKELETON WARRIORS IS COMING TOGETHER BEAUTIFULLY!





Playmates is having quite a year. Three versions of *EWJ 2* are due out any day (Genesis, SNES, and Saturn) and will undoubtedly enjoy a healthy serving of the holiday shopping season; *Doom Troopers*, with its huge following will undoubtedly find its way into many a cartridge slot, *EWJ* is the number one cartoon on the WB network; and *Skeleton Warriors* is shaping up to be the Saturn action adventure of the season. All this from a company that's been producing video games for barely a year... The decision makers at Playmates have their sh... together.

Our latest SW disc is quite a bit farther along than the one we debuted in last month's cover story. Although still early, SW's gameplay shows great promise. The *Skeleton Warriors* themselves now populate the levels and attack in various patterns. The bony little suckers are tricky and attack from both sides! Cheaters. When struck, they burst apart, leaving behind their soul, a glowing blue or red essence. Unless you grab the soul (which by the way powers up your sword) the bones will gather and re-animate the skeleton. I can't describe how cool this looks. Additional highlights include wild mining cart rides riddled with obstacles and smooth scaling to and fro, amazing fog and rain effects,



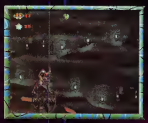
the ability to block, and some very, very cool music. The biggest shocker however is the 3-D air cycle level with the surface being rendered on the fly. You're free to fly in any direction to either escape or inflict pain.

Of course I must again mention the beautiful rendered graphics. The sprites in this game move so gracefully it's almost scary, the bosses might as well be real, and the locales are astonishing, as you can see.





If all goes well, we'll have a *Skeleton Warriors* review next month, but at the very least expect a nearly completed version for a much deeper look into the game. -E. Storm

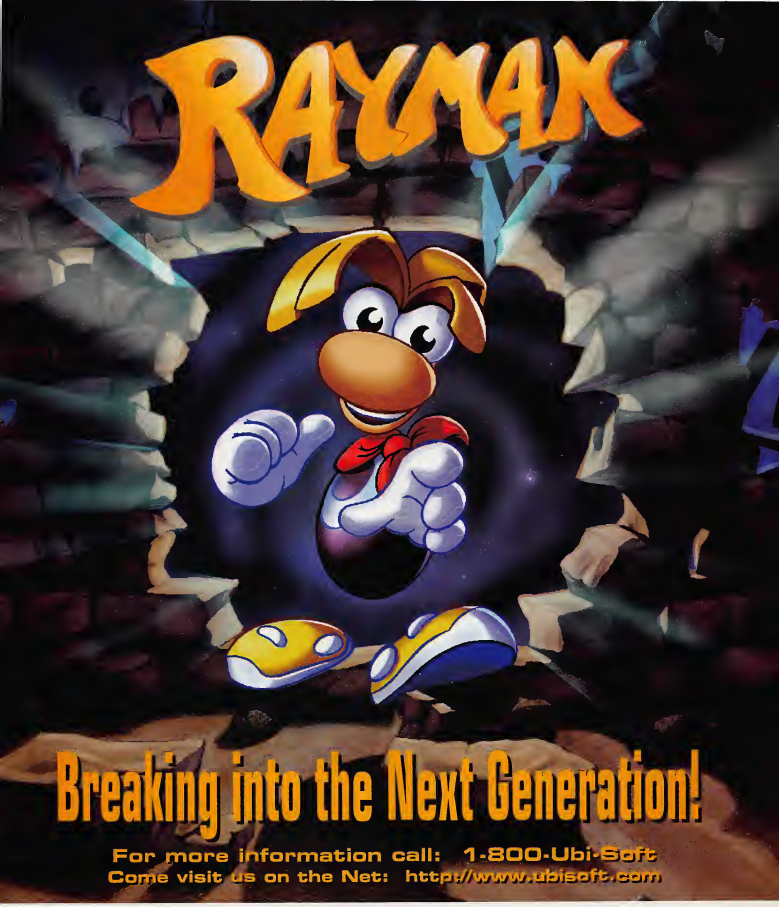












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PlayStation

JAGUAR 64-BIT

SEGA SATURN

CD Rom

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My first thought upon seeing Virtua Fighter 2 for the Saturn was "this simply isn't possible." I'll go on record as saying that VF2 is the most visually impressive home game ever. We're talking about TRUE dual processing that allows for 60 fps, two-layer scaling parallax backgrounds and 704x480 resolution - higher than the average NTSC TV. For this very reason it was nearly impossible to capture RGB screen shots of VF2; modern capture methods just don't allow for above-regular-TV resolution. The shots you see here do not accurately represent how high-res the actual game is, even after painstaking hand-processing of each shot.

Though fairly early (Sega informed us that our copy was 30% complete, but all characters were selectable and had all of their attacks... sounds like 70%-80% to me.) our version of VF2 had flawless control - you are simply playing the coin-op. For me, the most shocking trait of VF2 in the arcade (besides the visuals, of course...) was the speed of the characters' movement when compared to VF1. Jumping is still extremely floaty, but on the ground the fighters dart back and forth at a scandalous speed rivaled only by Zoom's Zero Divide. Naturally, the game control is vintage VF, with tap-tap motions and a block button... you either love it or hate it. Each fighter also has five new techniques to add to their existing twenty or twenty-five.

The two new fighters, Lion Rafale (Pronounced "Leon..." either AM2 named him Lion as a pun or they can't spell.) and Shun Di. Lion, my favorite VF2 character after polybabe Sarah, is a 15-year-old French skate-









boardin' fiend who practices the bizarre marital art of Torohken, or Praying Mantis Fist. Playing against Lion is often confusing - his movements are so far removed from the other characters' that you just don't know where to block. Shun Di is a master of the ancient Chinese martial art of Sulken, or Drunken Fist, and is without a doubt the wackiest fighting game character of all time. In what other game can you spontaneously stand on your head and hop around or just decide to, well... set a spell? Shun's (and Lion's, for that matter) crazed, inebriated style seems totally random, and for this reason he's incredibly devastating against human opponents.

The graphics in VF2 are simply unbelievable. I never, never, never thought the Saturn could do what AM2's making it do in this game. This is the only console game EVER to run entirely (except for the character select screen) in higher-than-640x480 resolution. VF2, the first game







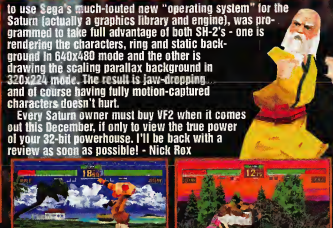






to use Sega's much-touted new "operating system" for the Saturn (actually a graphics library and engine), was programmed to take full advantage of both SH-2's - one is rendering the characters, ring and static background in 640x480 mode and the other is drawing the scaling parallax background in 320x224 mode. The result is jaw-dropping and of course having fully motion-captured characters doesn't hurt.

Every Saturn owner must buy VF2 when it comes out this December. If only to view the true power of your 32-bit powerhouse. I'll be back with a review as soon as possible! - Nick Rox





NICK ROX
The most visually impressive console game of all time, and as close to the coin-op you'll ever get at home.







PREVIEW

SEGA SATURN

DEVELOPER: AM2

PUBLISHER: SOA

FORMAT: CD

1-2 PLAYERS

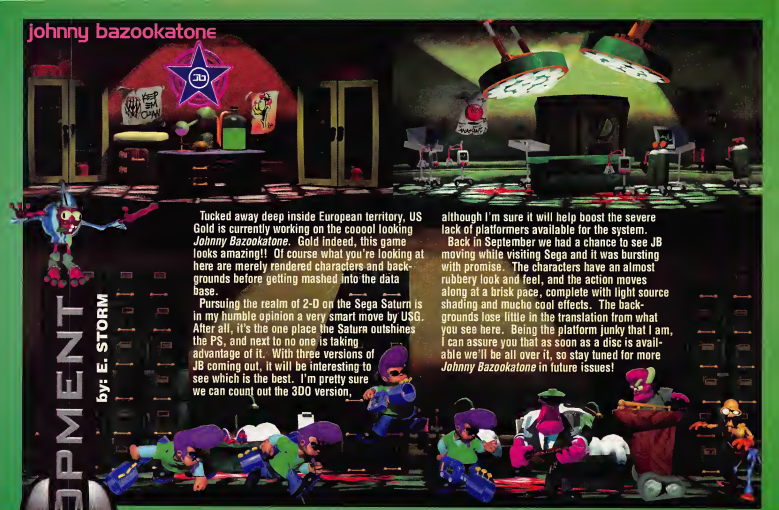
DIFFICULTY: ADJ.

AVAILABLE DEC.

IN DEVELOPMENT

johnny bazookatone

by: E. STORM



Tucked away deep inside European territory, US Gold is currently working on the cooool looking *Johnny Bazookatone*. Gold indeed, this game looks amazing!! Of course what you're looking at here are merely rendered characters and backgrounds before getting mashed into the data base.

Pursuing the realm of 2-D on the Sega Saturn is in my humble opinion a very smart move by USG. After all, it's the one place the Saturn outshines the PS, and next to no one is taking advantage of it. With three versions of JB coming out, it will be interesting to see which is the best. I'm pretty sure we can count out the 3DO version, although I'm sure it will help boost the severe lack of platformers available for the system.

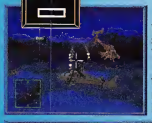
Back in September we had a chance to see JB moving while visiting Sega and it was bursting with promise. The characters have an almost rubbery look and feel, and the action moves along at a brisk pace, complete with light source shading and mucho cool effects. The backgrounds lose little in the translation from what you see here. Being the platform junky that I am, I can assure you that as soon as a disc is available we'll be all over it, so stay tuned for more *Johnny Bazookatone* in future issues!

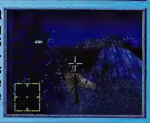
THUNDERSTRIKE 2





If you read GF religiously you know that when we like a game we stick with it, constantly bringing you updates and new shots. Well, we really like US Gold/Core's *Thunderstrike 2*. Our latest disc contained this great night scene along with some more refined play mechanics. From the looks of it, *Thunderstrike 2* will be the flight sim to beat in the months ahead. Core's really got the 3-D on the Saturn dialed in, something few have been able to achieve thus far. US Gold/Core is also responsible for the upcoming *Shell Shock* and luscious Lara Cruz's adventure in *Tomb Raiders*. We'll have more on all these great Saturn titles in the months ahead!













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(Game Pro 100%* review)

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JAGUAR'S DOMAIN

P PREVIEW

Attack of the Mutant Penguins

JAGUAR CD

DEVELOPER - ATARI

PUBLISHER - ATARI

FORMAT - CD

OF PLAYERS - ONE

DIFFICULTY - INTERMEDIATE

AVAILABLE - DECEMBER

MISS DEMEANOR
SLIMY GREEN ALIENS DISGUISED AS PENGUINS DISGUISED AS HUMANS.



There's good news and bad news. Bad news: Aliens have picked up our television broadcasts and are going to invade the Earth. Good news: They picked up "The Wildlife Show" and think the planet is run by penguins. More bad news: They are donning human disguises over their penguin suits in an attempt to fool all of the Earth's inhabitants. More good news: The human disguises are so bad no one is fooled, especially the real Earth-type penguins. The best news: Those infamous extraterrestrial heroes, Rodney and Bernard, have discovered this evil plot and are on their way. Stay tuned to *Attack of the Mutant Penguins* for the latest updates.

Rodney (or Bernard) has a simple task to complete in each of the 20 levels: destroy all of the bad penguins before they can tip the scales in their favor. Before each level, your hero can peek at the scenery to determine the best way to proceed. After successfully completing each level, you have a chance to play a bonus round to add to the number of good penguins you will have to start in the next level.

AMP for the Jaguar is a delightfully wacky game. Instead of the obvious weapons, Rodney is armed with a baseball bat and Bernard wields a frying pan. The human disguises of the evil penguins are quite transparent, but altogether humorous.

And wait until you get a load of some of the machines that aid or interfere with your quest - a fire which the "Indians" use to make smoke signals, a hang glider, a giant bubble blower, and a jukebox, just to name a few.

Bad news: Player control is annoying when you try to hurry, and you'll have to hurry. Great news: there is so much fun and action in AMP you won't care. Bottom line: If you've got a Jaguar, get *Attack of the Mutant Penguins*. -Miss Demeanor



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JUMANJI
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3DO ZONE







REVIEW

3DO

DEVELOPER - 3DO STUDIOS

PUBLISHER - PANASONIC

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - HARD

AVAILABLE - NOW

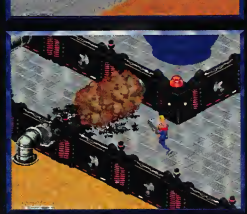
Who in the cosmos are you gonna call when three evil crime lords are reeking havoc throughout the galaxy? Well, if you happen to have a 3DO, there's only one choice (and a fine choice it is): *Captain Quazar*! *Cpt. Quazar* will infiltrate the home planet of each crook and set things straight, or at least, that's the plan.

***Cpt. Quazar* represents the first (took 'em long enough) isometric action/adventure for the 3DO, and I'm happy to report, it is one hellu-va first class effort. In fact, I'll go as far as saying that *Cpt. Q* is easily one of the top five games in the 3DO's studio thus far. What makes it so great goes beyond the beautifully-modeled *Cpt. Q* himself, amazing graphics, cool lighting FX, massive fiery explosions, and top quality animation. The big draw here is the sheer size and playability of the adventure. A simple shooter *Cpt. Q* is not. *Cpt. Q* is loaded with missions that require exploration, skilled shooting, strategic weapon consumption, and a bit o' brain power.**













E. STORM
THIS IS THE 3DO?















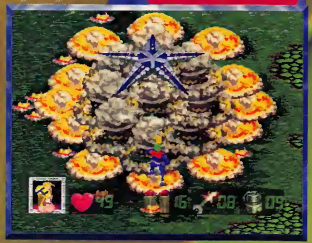
The adventure starts out with a cool rap-ish music video that's a joy to watch (not listen too... watch). Gladly, the music in the game does not follow suit. From there, you'll meet the Chief himself who will clue you in on the task ahead. Once turned loose on the planet's surface a map can be accessed at any time, along with various mission info, like what you're supposed to be doing and how close you are to completion. The designers thought of everything when they designed *Cpt. Q.* The control





















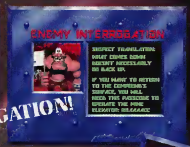














NASTY CLONES MUST DIE!















over Quazar is groundbreaking. There's actually a way to adjust the diagonal gravity! Additionally you can manipulate the directional controls. This option allows each player to match *Cpt. Q* to his/her liking. *Cpt. Q* can strafe, lock and shoot, spin n' shoot like a madman, and easily access a variety of stored weapons. Another big plus are the death animations that take place differently on each planet. From decomposing bones, to rising spirits, they are all a sight for sore eyes. The art in *Cpt. Q* is a resounding success. Check out the mug shots during interrogations for a dose of wackiness. Interrogating, by the way, is key in completing each level, and you can expect to inhabit some for up to an hour!

Basically, you're looking at one of the best isometric action/adventures ever created. To say that *Cpt. Q* is a must buy is an understatement. If you own a 3DO, I'm sure you're already in the car... -E. Storm







POP GOES THE BAD GUY!

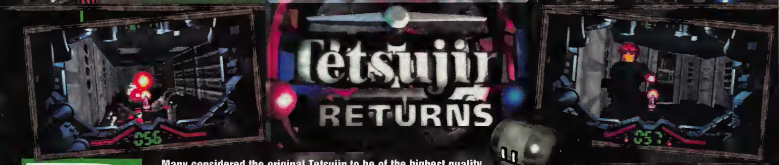












REVIEW

3DO

DEVELOPER	SYNERGY
PUBLISHER	SYNERGY
FORMAT	CD
# OF PLAYERS	1
DIFFICULTY	EASY
AVAILABLE	NOW JAPAN



NICK ROX
If for some strange reason you enjoyed the first one, then you'll probably be lovin' this.

Many considered the original Tetsujin to be of the highest quality, but it... annoyed me. The pixel-heavy, GameBoy-sized playing field and endless monotony were not what I had in mind when I heard that Japanese games were coming for the 3DO. Luckily for fans of the first Tetsujin "adventure," you can expect the same level of quality found in the original in Tetsujin Returns.

Though "driving" sequences (a static "dashboard" sprite pasted on FMV) and I-wish-I-was-StarBlade shooting sequences were added, the bulk of TR's gameplay is first-person corridor excitement (I didn't even mention Doom, aren't you proud of me? "), sparsely populated by hurtin' pixel-dudes. In sharp contrast to the first game, there are now vast expanses of open space as well as ever-familiar claustrophobic hallways. Yes, you too can have hours of fun wandering around narrow passages with all-too-similar textures, searching for keycards and weapons that look strikingly alike. You can also never really die in Tetsujin... it's just too hard. All you have to do is find an empty corner to hide in - you can stand still until your life and shield bars replenish themselves.

As I'm sure you can surmise, the graphics leave much to be desired. The entire game takes place in a triply-letterboxed area, about 40% of the entire screen... and that's counting extraneous displays and other random butt. In all truth, the actual 3-D game display is about a fourth of the screen. Within this fourth you'll be treated to many pixels, framey movement and enemies with almost no animation. If I had to equate this game's 3-D with another, I'd choose the 16-Brit powerhouse Battle Frenzy... with a smaller playing field. But hey... it looks better than the first game! To it's credit, TR did feature a semi-impressive Jumping Flash!-like color-cycling psychedelic haze in the first two practice levels. Why this wasn't expanded upon, perhaps as a shield power-up or invincibility item? Odd. The FMV (of which there is a surprising amount) is also very, very nice, featuring lots of the dark, ominous, clanking CG machinery Synergy is famous for, both on the 3DO and PC.

Tetsujin Returns would be a pretty good game if titles like Space Hulk, Killing Time, and Doom didn't exist. It's odd that such a poor title would come from Synergy - they have much power on the PC with games like Alice, L-Zone and the truly disturbing Gadget. The bottom line: Do not buy this CD unless you were totally nuts about the first game or enjoy punishing yourself.

- Nick Rox



Gratuitous blood and gore!

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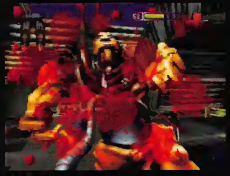
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3DO

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REVIEW





3DO

DEVELOPER - 3DO STUDIO

PUBLISHER - PANASONIC

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW



K. LEE
3DO STUDIO'S LATEST AND GREATEST EFFORT YET.



3DO Studio's newest game, *Killing Time*, is one of best I've played on the 3DO in a long time. It features a great storyline, addictive gameplay, killer music, and decent 3-D graphics. In one fell swoop, 3DO Studio has plugged a software void in their 32-bit console that needed filling.

When I first started playing KT, I was a bit put off by the slow frame rate of the texture mapped graphics. The scenery is slightly pixelly, but not enough so to keep you from wanting to play. The frame rate, on the other hand, is a slightly bigger problem. KT is so framey at times, the game becomes hard to control. A simple task like rotating the player 90 degrees can result in a big overshoot past the desired target. This is more a slight annoyance than a total hindrance because it's something you will eventually compensate for.

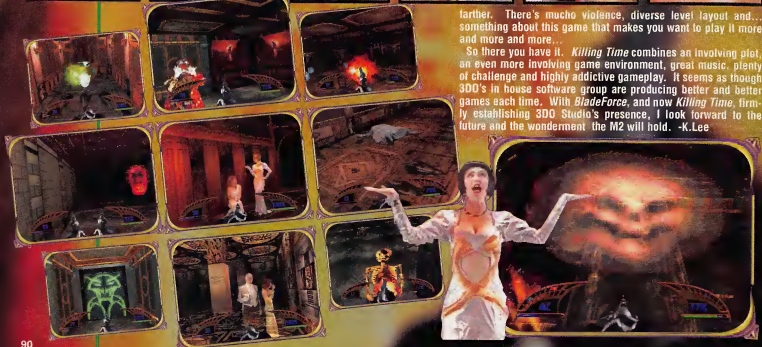
The music, on the other hand, is totally intoxicating. There are passive sections in KT (transitional corridors or rooms filled with FMV ghosts explaining the storyline) and active sections (weapon refills, energy enhancements and enemies galore). You can always tell which section of the game you are currently in (and more importantly, currently approaching) by the mood and style of the music. Believe it or not, this not only helps create a proper mood, but it can give you some advance warning on what lies ahead.

The best part of *Killing Time*, however, is the overall addictiveness of it all. Keep in mind, *Doom*-style corridor games are not my cup o' tea, but once I got adjusted to the control and frame rate of KT, I just couldn't stop playing. The FMV storytelling sequences are always informative, sometimes entertaining, and never intrusive. Additionally, the computer AI is tough enough to present a solid challenge, but just easy enough to push you to go



farther. There's mucho violence, diverse level layout and... something about this game that makes you want to play it more and more and more...

So there you have it. *Killing Time* combines an involving plot, an even more involving game environment, great music, plenty of challenge and highly addictive gameplay. It seems as though 3DO's in house software group are producing better and better games each time. With *BladeForce*, and now *Killing Time*, firmly establishing 3DO Studio's presence, I look forward to the future and the wonderment the M2 will hold. -K.Lee










CANNON FODDER



Wanton destruction and senseless killing, what else would you expect from something called Cannon Fodder? In Virgin Interactive's latest title for the 3DO you maneuver your soldiers through a variety of terrains, killing and destroying almost everything in sight. Sounds simple enough, doesn't it? But, since you have the option to split into three troops and divide your equipment between them, a fair amount of strategy is involved. Your equipment is the basic army issue machine guns, grenades, bazookas, tanks, jeeps, and helicopters. There are even a few "supa dupa boostas" to aid you in your missions.

With mission titles like "Dnward Virgin Soldiers" and "Pier Pressure" CF doesn't take itself too seriously despite the brutal theme. Another funny feature was the memorial service they hold at the end of each mission. Like I didn't feel bad enough when my soldiers were lost in action. The sound effects are good, bordering on morbid when you only injure your enemy. He'll lie there screaming and writhing in agony until you put him out of his misery. The best part ot the game lor me, though, was The War Song in the opening sequence. You don't hear reggae tunes to often in games today.

The biggest problem in CF is obvious if you take a look at the pictures. The characters are minuscule. Sometimes it is a challenge just figuring out where you are on the screen. I also found the controls cumbersome. You don't actually control your troops' movements. Instead, you point to where you want them to walk then send them on their way, all the while hoping they don't walk into the surrounding flora.

With 24 missions and up to 6 phases in each mission, Cannon Fodder offers plenty of action to keep you busy for awhile. So put on your fatigues, grab your rifle, and start shooting.

–Miss Demeanor

REVIEW



3DO

DEVELOPER - SENSIBLE SOFT.

PUBLISHER - VIRGIN

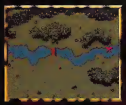
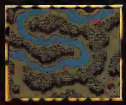
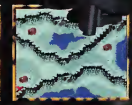
FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - ADVANCED

AVAILABLE - 4TH. QTR.

MISS DEMEANOR








PREVIEW

3DO

DEVELOPER - CYCLONESTUDIOS

PUBLISHER - 3DO STUDIO

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - ADVANCED

AVAILABLE - NOVEMBER

Cyclone Studios and Studio 3DO put their heads together and came up with an incredible product. Their latest venture, *Battlesport*, is a kill rampage of fun. Now don't let the less-than-imaginative name mislead you, this is not your average sports/action game... Let me explain why!

From the very start, *Battlesport* is a step above anything else like it on a home console. In this hellishly fun one-on-one 3-D "sports" game, you can opt for the exhibition, two-player split screen exhibition or the normal competition mode against the CPU. You can also load a previously saved game that you've been working on. The general object of the game is to capture the ball with your tank and shoot it into the goal. It sounds easy, but it's tough while moving full speed with a tank blasting away from behind!

The game itself plays much like something resembling *CyberSled*, with very impressive graphics and sound. I couldn't believe how smoothly the 3DO rendered *Battlesport*'s texture-mapped playing fields and polygon tanks.

To score, you have to swing by this massive ball, pick it up and go for the goal. If you're not in possession of the ball, you must blast your opponent to keep him from scoring. When you try to score a goal, depending on where it is, you have to get in close and fire the ball straight into the tiny goal box. Sometimes you have to launch your tank into the air to score!

There are five tanks to choose from initially, each with its own ratings for acceleration, top speed, firepower, armor, cornering, ball handling and ball shooting abilities. My favorite is "Silver," the token "all around" balanced tank. When you first start off, your tank will slip and slide all over the place. There's nothing you can do about that. Fortunately, you can purchase items specifically designed to make your tank handle more smoothly. Each character and his/her polygonal tank has an armory of special weapons and add-on items, all waiting to be purchased as soon as you build up your cash flow with successive victories. Both tanks will have a lifebar. Should the meter run out from all the damage an opponent inflicts, the stricken tank explodes, leaving the opposing tank free to score for a few seconds until the other player's next life kicks in!

Cyclone is dead-on with most elements of gameplay. The movement is fast and smooth and there's not a whole lot left that should be changed (more playable tanks, perhaps?). This game just illustrates how much the 3DO can do, and how far it is now from its full potential. -The Stalker



THE STALKER
BATTLESPORT IS A KILLER MIX OF CYBERSLED AND SOCCER!



Iron Angel of The Apocalypse



THE RETURN

Directed by Minoru KUSAKABE



- Multiple Gameplay Modes
  - Battle Maze
  - Outer Space
  - Air Cycle Racing
- Outrageous Storyline linked by amazing movie segments
- A formidable army of devious Motoid enemies

Iron Angel of the Apocalypse! He's back... ...mad as hell and armed to the teeth! Join in a three-way fight to the finish with the multinational police force SCR and with the Android, who wants only one thing...

...Revenge!!!

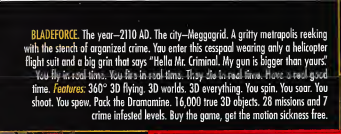
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3DO

BLADEFORCE. The year—2110 AD. The city—Meggagrid. A gritty metropolis reeking with the stench of organized crime. You enter this cesspool wearing only a helicopter flight suit and a big grin that says "Hella Mr. Criminal. My gun is bigger than yours." You fly in real time. You fire in real time. They die in real time. Have a real good time. ***Features:*** 360° 3D flying. 3D worlds. 3D everything. You spin. You soar. You shoot. You spew. Pack the Dramamine. 16,000 true 3D objects. 28 missions and 7 crime infested levels. Buy the game, get the motion sickness free.











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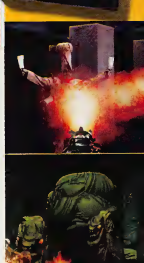
KILLING TIME™

ONLY ON 3DO

ontrol, Please Skip This Ad.







3DO WE GOT IT. THEY DON'T.



KILLING TIME. What a politically correct title, eh? You're trapped in a horrifying 3D world of the undead. But lucky you. You've brought along some serious firepower. You've got to shoot first and catch your breath later. To solve the mystery, listen to the ghosts for clues. You'll have to call on your wits, call on your weapons or call for an organ donor if things go south. *Features:* 16 horrific enemies (only 3DO could get 7 genuine ghosts on videotape). 45 supernatural areas to discover and over 200 rooms to explore. Requires use of the head, if it hasn't been blown off already.



REVIEW



3DO

DEVELOPER - CORE

PUBLISHER - LG SOFTWARE

FORMAT - CD

OF PLAYERS - 1–2

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOVEMBER



K. LEE
WATCH OUT FOR THAT... TREE!





BC RACERS

In my eyes, Core is one of the premiere European software developers, so when I heard they were making *BC Racers* for the 3DO, my expectations ran high. After all, *BC Racers* on the 32X was nothing short of spectacular (remember, this is a cartridge game we're talking about) so the high dollar, CD-driven 3DO game ought to be even better... right?

Well, the game turned out to be a pretty good racing game. It's fun to play and has a huge amount of tracks (32 in all), but (oddly enough) it's not nearly as good as the 32X version, especially in the 3-D department. I'm really beginning to wonder about the "3-D"-O's 3-D capabilities. BCR's frame rate was so choppy at times that it was sometimes hard to judge turns. Core is known for their amazing 3-D engines on the Saturn, 32X and Sega CD. This makes the sub-par 3-D in BC Racers all the more puzzling.

The best part of BCR is the music. In the jungle circuit you'll hear bouncy bongo's while the desert level echoes western tunes. Every tune matches the action.

Core's legendary sense of humor is alive and present in this game. When choosing a racer, you'll be greeted by a muscle-bound caveman who displays the stats of each car on a stone tablet and then smashes it over his head when you're through with your selection. This game is "Chuck" full (excuse the pun) of all kinds of funny stuff like this.

Taken as a 3DO game, I think that *BC Racer* is actually very good. There are tons of tracks, the control is great (even without diagonals), the music rocks, and the game is just plain fun. As a Core game however, *BC Racer* fails to extract oohs and ahhs from me as I marvel at their 3-D proficiency. My feeling is that the trouble lies more with the hardware than the software. With more advanced systems like the Saturn and PlayStation in stores now, the 64-bit M2 will not arrive a moment too soon for the 3DO company. Bring it on, I say. -K.Lee





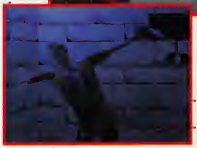


"THE LUCKY ONES ARE DEAD."













WARP.

TEEN

3DO



An Experience from the REAL 3DO Zone", Dave "Bungee Boy", PA

"Laura's not so lucky—she's got to live the nightmare. And I'm living it with her. We have to find out why her father went berserk and blew away a hospital full of patients. Or how to escape the moving wall of spikes that's poised an eyelash away from her face. The lifeless bodies littering this place aren't giving any answers. Graphics and sound so terrifying. I got my back to the wall and the doors propped shut. No sleep tonight. See you on the other side."

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Scramble COBRA

REVIEW

3DO

DEVELOPER - PACK IN VIDEO

PUBLISHER - PANASONIC

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - OCTOBER

Enemy intruders have entered our airspace: Scramble the Cobras! Scramble Cobra by Pack In Video is another fine entry in this sudden influx of chopper combat games. The game revolves not around some wickedly futuristic beast of a helicopter, but instead a squadron of venerable Huey Cobra gunships. Your squadron is called upon as a forward close-in defense unit, protecting your own bases and taking out enemy aggressors.

It's one thing to make a realistic chopper game, but it's quite another to make a chopper game that appeals to a broad audience of gamers. Such was the aim of the creators of Scramble Cobra. What this game lacks in realism it makes up for with fast, random action without a break to catch your breath. No lutzing with silly gyroscopes, no crashing into the ground while learning how to steer, just simple controls and abundant firepower. The simplistic left and right rudder controls are very easy to get used to and fake nothing away from the overall feel. You never have to worry about flying around in huge circles because you can't control your ship! Still, even for "an easy to play" game like Scramble Cobra, the developers went a bit too far in not allowing you to ascend or descend. Flying around on one fixed plane gets tiresome after a while.

Your armament consists of a Vulcan cannon, which is good for close-in aerial attacks; the ubiquitous gunship rocket pods, capable of smashing enemies from afar; and (everyone's favorite) canisters of napalm, devices which spread burning fuel all over the terrain below you.

The first mission after the short training level is a hit and run sortie against the enemy's hi-tech battle tank. After destroying the super tank, you have to escort a road convoy to safety in the second level. You have to sit your chopper above a friendly base and defend it from tanks, and then an onslaught of Corsair jets and ground forces in the third and fifth levels, respectively. The fourth level is a brief rest from the ground war as you ambush and intercept a couple of supersonic jets before they reach their target. Cobra gunships used as attack jet interceptors? Right.





STALKER
Unfortunately, there's more to computer translations than just porting over the graphics.



TACTICAL MAPS/TARGETS











The graphics in Scramble Cobra aren't too impressive, but there's some decent texture mapping and the action hardly ever slows down; despite periods where you're flooded with enemy sprites. The CG intros and intermissions are all very impressive, featuring real footage of Cobra gunships in various theaters. Overall, the graphic caliber is acceptable, but I don't approve of the pop-up and flicker.

Scramble Cobra is a little too simplistic for my tastes, but I usually love those chopper sims everyone blasts for being too complicated. I recommend Scramble Cobra for those who like combat games, but don't appreciate the more complicated ones. I'll pass for now... there's more where this came from. -The Stalker

"I'M GONNA FORCE FEED



THESE CLOWNS A FEW TASTY MISSILES."



An Experience from the REAL 3DO Zone", Gerry "Peppers", NJ

SCRAMBLE COBRA



"I'm briefed, fueled up and ready for patrol, baby. Yeah, it's 0800 and I'm flyin' the not-so-friendly skies. Hey, I'm huntin' for some desert rats to waste, gonna score a few enemy fighters pronto. This ain't no Sunday afternoon stroll. We're talkin' 10 insane missions that gotta be followed to a T. Or yours truly will be pushin' up desert daisies. But hey! Not a problem. Gerry's on the stick. Over and out."

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Panasonic Software Company

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STAR FIGHTER







PREVIEW

3DO

DEVELOPER - 3DO STUDIO'S

PUBLISHER - PANASONIC

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - NA

AVAILABLE - NOVEMBER

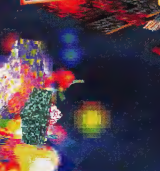


THE STALKER
STAR FIGHTER NEEDS SOME TWEAKING, BUT SHOWS PROMISE.









Star Fighter, by 3DO Studios, represents an innovation in 3-D shooters. In this new spin on a blossoming genre, you find yourself at the controls of a (natch) highly advanced super aircraft. The action takes place in a futuristic war fought 1,340 years from present day.

Your tour of duty as a premier fighter pilot will take you through no less than fifteen hellishly challenging levels, with each mission taking much time and effort to complete.

Before playing *Star Fighter* for the first time, prepare yourself for an incredibly real flight-and-fight combat simulation. You'll start off by spending a while mastering your own flying style, and just getting to know your craft. The controls on your ship are so exacting and so precise that you can pull a 180-degree turn onto an entirely different bearing while controlling yourself in an unrestricted fully 3-D (X/Y/Z planar) environment.

Your job is to destroy the enemy as "expeditiously and efficiently as possible," then to dock your craft back in the Mother Ship. To assist you in your thrashing of bad guys, your suppliers saw fit to equip you with a brutal assortment of insane weapons. These include your standard Laser, the only weapon that never runs out; Beam Laser, a guided weapon for close-in support; Air-to-Ground rockets, for pounding hard targets; and the MegaBomb, used to pulverize an entire area. I simply adore games that actually let you drop bombs on enemies, instead of just using your guns all the time! The coolest part about the weaponry in this game is that it actually hits the scenery and does damage when it misses some polygonal enemy. If you fire your Laser at the side of a lush green mountain, you'll blast off the whole layer of texture mapping, revealing a dirt/clay layer underneath it! Not bad. Other tools at your disposal are a view-toggle feature and a geographic map.

3DO Studios has one heck of a game on their hands, and have already supplied us with a precise list of (thankfully well thought out) enhancements to be made before production. Stay tuned for more on this wild shooter! -The Stalker





NEWS FROM THE ZONE

M2 Accelerator Is Coming!

M2 64 BIT It's a mega adapter that'll supercharge your Panasonic REAL™ 3DO™ System into a 64-bit monster. And check this out! You can still play your 32-bit library!

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GOOOOOAAALLL!!

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3DO

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"GROSS. NASTY. DISGUSTING.



SICKENING AND SLIMY. I LOVE IT!"



An Experience from the REAL 3DO Zone™, Mikey "BogeyBoy", VA

CYBERDILLO



"I go from roadpizza to Cyberdillo thanks to the friendly folks at CyberSalvage. Now I'm trapped in a weird, chaotic world. Barfman is hurlin' at me and the Dumpmeister's dropping hot, steamy land mines. It's juvenile, bathroom humor at its disgusting best. I'm on a scavenger hunt for four goodies and trying to get the hell out with my only weapon—a right arm that's become a Cyberplunger. Yeah, Cyberplunger. This is truly sick stuff. Later."

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GEN-32

JAPAN SOFT

REVIEW

SEGA SATURN

DEVELOPER - AM1

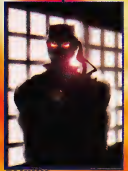
PUBLISHER - SOJ

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW JAPAN



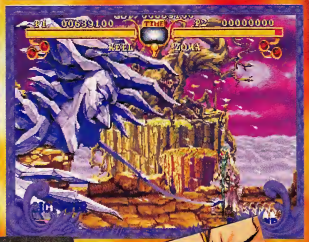
TAKUHI

Nothing pretentious or overblown here, just a fun, solid, fighting game.









































Not many people truly remember the original Golden Axe. It was the Street Fighter of its day, amazing gamers and attracting huge crowds of bystanders when it was first released. I've always loved the series, and was distraught that Sega seemed intent to let it die with that awful Mega Drive Golden Axe III (especially when the arcade Golden Axe III was so good!). Now it's back in fighting form, and though it is now far more the child of Samurai Spirits and Street Fighter than of the original series, it's great to have it back.

The game has fairly typical jab-strong-fierce button arrangement, and uses familiar fireball and dragon punch motions for most of its moves. There isn't too much to The Duel that hasn't been done before, almost nothing, actually, but it's rarely been done so well. While the game remains a far cry from such fighting game classics as Street Fighter and Samurai Spirits, it's a huge step over recent tailed side-scrolling attempts like Dark Legend.

The characters are what makes a fighting game, and Golden Axe has plenty to be proud of in that area. I'm surprised they didn't take more characters from the series, but the original characters are definitely cool. Doc, master of electricity, makes a much cooler hero than Kain Battler; Zoma has cool black magic; Jamm's a nice mix of Blanka and Cham Cham (seriously, exactly 1/2 of each); and dark ice elf Keel is by far the coolest character in the game. Complete with a Clockwork Orange eye and two fast blades, Keel slices, dices and treezes with no shortage of panache. The last boss is a cool surprise, and very climactic.

The backgrounds are also pretty cool, full of animation and scaling in smoothly. Unfortunately, parallax is almost totally absent, appearing in only 4 of the 10 stages, and rarely that impressively. In stark contrast, Zoma's stage is the sole stunning parallax masterpiece, just sitting there saying "Well, I could have had awesome parallax backgrounds if I wanted to." Why!? Also mysterious is Jamm's total lack of a stage (unless you count the bear that just crawls up into someone else's stage and falls asleep). What happened there?

The Duel proves again why the Saturn pad is just the best pad ever made... Every move can be delivered with near perfect accuracy, except for the death moves... Those, unfortunately, range widely from easy to near impossible to do, making me wonder if they just printed them wrong in the manual, or what. They do look astounding, however. One big problem with the regular moves (and a big reason this game was never any sort of hit at all in the arcades), is that they seem designed to be used only against a computer opponent. Take Milan Flare, for example. Her Vega-like air dives are so incredibly predictable that anyone who was playing the game awake could easily block them with 100% accuracy. In any sort of player vs. player game, that would make her totally useless, but the computer lets it through about 25% of the time.

Anyone who's actually played The Duel in the arcade will be surprised by how much better the Saturn version is. It's fast and furious, unlike the tramey arcade version, or the weak previous ST-V release, Dark Legend. The scaling is handled flawlessly, and the games speed can be altered up to SFIIx Turbo levels, without any sort of sacrifice in the animation department.

Character animations are slick, and the sprites are always well drawn, making for a very solid looking game. The sound effects do the job, but the music is instantly forgettable. Sega just used the arcade music, rather than arranging something new.

The game's sole innovation is the special moves (magic) you can do only by getting magic vials (from hitting thieves, as per the Golden Axe tradition). And that's, at best, a new twist on an old concept. So this game puts aside any attempt at any innovation and goes straight to competing directly with the classic side-scrolling fighters. In that crowded genre, it fares surprisingly well. While the game isn't balanced enough to be anything you can make a filestyle out of, it can definitely entertain "casual users" for many a late night. -TAKUHI





STEAMGEAR Mash™



Here's yet another remarkable Saturn game you should be playing: Takara's *Steamgear Mash*. For whatever reason, SGM has not even been announced for the US Saturn. This seems odd as the game contains only a tiny bit of text. It could easily be ported in less than a week, so, it could logically be out here, now. Oh well, on with the show. I'm sure someone will bring *Steamgear* out. It's just too good to pass up. I mean, how many high quality isometric action games are out for the Saturn? Can you say... zero?

Our hero (Mash) is a small ill' companion droid developed by a professor for his daughter, Mina. One day, as they're out frolicking about, an alien ship drops down (hey, it could happen), and its inhabitant falls in love and kidnaps Mina. Of course, Mash will have none of this and sets out to save her.

The isometric playfields in SGM are vast and split into many areas. Each is blocked by a colored barrier and requires a special weapon to destroy. These weapons are both strewn about the levels and kept by guardians. The brilliant level design is really what sets SGM apart from the rest of the isometric band. Each area is huge, spanning both vertically and horizontal, and so brilliantly colored that each is a wonder just to look at. The artists behind this project definitely deserve congrats for this inspired original game art. The play control in SGM is equally impressive, with 8 way diagonal shooting and a total of six different attack mechanisms and eight weapons possible. Each attack and weapon item is hidden in the game, and you can only use what you find. This results in the player having to search every undoinable inch of the playfield. Often times, a clumsily missed jump will land you somewhere concealing items. So you literally must make the most out of each area. Should you miss something along the way, each stage has a warp room which allows you to return to earlier stages and

SATURN • TAKARA • CD
1 PLAYER • AVAIL. NOW JAPAN



continue searching.

Each area also has a similar room where you can save your progress. Adding great diversity to SGM, Takara's thrown in both an underwater, and a flying level. Both are packed with huge sprites and insane color. To say the least, SGM's game design is excellent.

The graphics in SGM are a mixture of rendered enemies and perfectly drawn environments. They couldn't be better and that's about all I can say about that.

The designers did something else in SGM of which we see far too little. After defeating the level six guardian (who adopts two forms) you'll watch an impressively-rendered FMV cinema reuniting Mash with Mina. This is where the credits usually roll. But this game's not over yet. The



embarrassed little alien droid you defeat arises, and in a fit of anger, self destructs, sending the entire space station into meltdown. The following seventh stage has Mina (who is rendered as well as Mash itself) riding on Mash's back as you try to beat the countdown and escape for the true ending.

After playing through SGM my first time (which took around 3 hrs.) I hadn't had nearly enough. I'll play many more times before realizing its full potential. Basically, *Steamgear Mash* has everything one could hope for in an isometric action/adventure. I just hope it comes out here, so US Saturn owners can experience it for themselves. -E. Storm







REVIEW

SEGA SATURN

PlayStation

DEVELOPER - KONAMI
PUBLISHER - KONAMI
FORMAT - CD
OF PLAYERS - 1-2 ?
DIFFICULTY - BEGINNER
AVAILABLE - NOW JAPAN



TAKUHI

SEGA SATURN PlayStation

FRAME COLOR DENOTES VERSION!

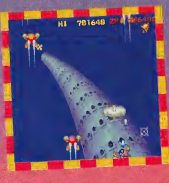
It's *Twin Bee*'s 10th birthday, and to celebrate Konami has released their second shooting Deluxe Pack, this one featuring both the brand new (came out in May) *Twin Bee* coin-up, *Yahoo!*, and 1991's *Deta na!! Twin Bee*. Unfortunately, fans of the incredibly cool *Pop 'n Twin Bee* and *Rainbow Bell Adventure* (or any of the 7 other *Twin Bee* games) might be disappointed with their 32-bit follow-up.

The *Twin Bee Yahoo!* coin-up was famous mostly for its vast amounts of voice, which relate the story of the epic battle between our heroes, *Twin Bee*, *Win Bee*, *Gwin Bee* and their pilots, Light, Pastel, and Mint. They're stuck in a clash involving some guy named Ace, who's trying to rescue his bountifully-eared queen Melody, from *Twin Bee* nemesis Dr. Warumon, and the evil lord Nonsense (as in, "Naaaaaaaaaaaaaannnnnnsense!").

Of course, a lot of voice in a CD game is no big deal, and if you take that away, *Twin Bee Yahoo!* seems to have lost any sort of concept. The shooting, of course, is as wonderful as you'd expect from *Twin Bee*, but with only 6 short levels, it was over in less than 20 minutes. And *Deta na!! Twin Bee*, the second game on the disk, is so slow and archaic-feeling, that it's hardly worth playing even once.

What little there is in *Yahoo!*, though, is excellent. The entire Alice in Wonderland stage is brilliant, with huge cats, walking playing cards, and Tweedle Dee and Tweedle Dum as bosses. The level 5 doll boss was another Konami gem, but outside of that, the game's lacking in memorable moments. Most pathetic of all is the final confrontation... the second-to-last boss is nearly a square inch tall, and you don't even get to fight the real last boss (who isn't much bigger).







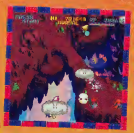

Ace just flies up and kills him for you. Ooh! How climactic. Even worse, the game's unlimited continues will ensure that anyone who can breath will get there with no problem.

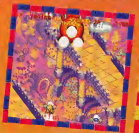
The differences between the arcade, Saturn and PlayStation versions are cosmetic: The PlayStation one has a few transparency effects that the Saturn doesn't, but also has a bit more slow down. Otherwise, they're perfect to the arcade - same bosses, backgrounds, bouncy music, and high-pitched voices.



If you don't mind the short but otherwise wonderful ride, *Deta na!! Twin Bee Yahoo!* might not be a bad pick, but Super NES owners should first make sure they have the far superior *Pop'n Twin Bee* in their collections. How sad that a 2 1/2-year old Super Famicom game can obliterate its 32-bit sequel... -Takuhi









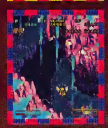


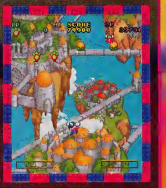













Deta na!! Twin Bee, the game that electrified arcades 4 years ago, is finally here. But, really, who cares? The backgrounds are cheap, the action painfully slow, and the music... well, actually, the music's still pretty cool. It's worth trying once, but hardly more than that.

REVIEW

PlayStation

DEVELOPER - YUKE'S

PUBLISHER - SCE

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - ADVANCED

AVAILABLE - NOW JAPAN

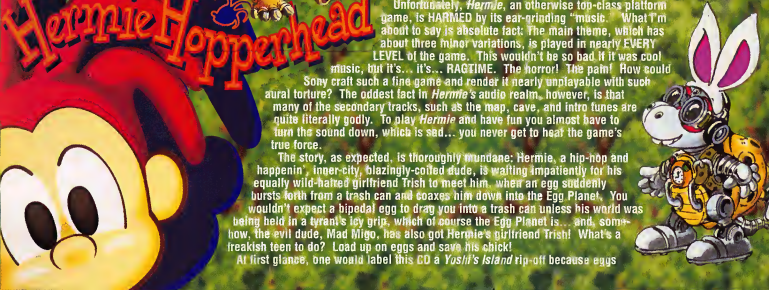












I can't begin to tell you how ecstatic I am about *Hermie Hopperhead*, the first Japanese-born 2-D platformer for the PlayStation. It's not so much the quality of the game which gives me hope for the future, but what is displayed sparklingly in each of *Hermie's* 70 stages: at LEAST four layers of full-screen parallax, often reaching up to seven. To all those who claimed the PlayStation could never do 2-D effectively, I *told* you so.

Unfortunately, *Hermie*, an otherwise top-class platform game, is HARMED by its ear-grinding "music". What I'm about to say is absolute fact: the main theme, which has about three minor variations, is played in nearly EVERY LEVEL of the game. This wouldn't be so bad if it was cool music, but it's... it's... RAGTIME. The horror! The pain! How could Sony craft such a fine game and render it nearly unplayable with such aural torture? The oddest fact in *Hermie's* audio realm, however, is that many of the secondary tracks, such as the map, cave, and intro tunes are quite literally godly. To play *Hermie* and have fun you almost have to turn the sound down, which is sad... you never get to hear the game's true force.

The story, as expected, is thoroughly mundane: Hermie, a hip-hop and happenin', inner-city, blazingly-coiled dude, is waiting impatiently for his equally wild-haired girlfriend Trish to meet him, when an egg suddenly bursts forth from a trash can and coaxes him down into the Egg Planet. You wouldn't expect a bipedal egg to drag you into a trash can unless his world was being held in a tyrant's icy grip, which of course the Egg Planet is... and, somehow, the evil dude, Mad Migo, has also got Hermie's girlfriend Trish! What's a freakish teen to do? Load up on eggs and save his chick!

At first glance, one would label this CD a *Yoshi's Island* rip-off because eggs









play the central role in Hermie's gameplay. As in *Yoshi's*, multiple eggs waddle around behind you and perform various tasks. Unlike Yoshi's personality-bereft eggs, Hermie's (called "Otomos") have little arms and legs and pirouette insanely as they recklessly dash about, taking out enemies. The eggs have three main functions: attacking enemies, acting like the rings in Sonic, (When you're hit, they scatter, and you have to re-collect them if you plan on being hit again) making platforms, or hatching into Hermie's four animal buddies, Burnie, Wingoo, Gogoo, or Flamie. The most innovative use of the eggs is the platform function, which you can invoke at specially-marked signposts. This feature is used mostly for reaching hidden power-ups and making particularly gruelling parts of the game a bit easier, but occasionally you NEED to use them to proceed... very cool.

As you can see, the graphics are rendered in classic platform game style... hyper cutesy and fairly basic. This is to be expected when you've got 70 LONG levels going, but I did feel that there should have been a bit more variety. All the components are there, you just see some backgrounds WAY more than others. Case in point... the godly six-layer forest background is featured in at least fifteen stages, while an equally cool misty, craggy, wasteland background is seen ONCE. Why? A wee bit o' equal-opportunity BG distribution would have helped quite a bit. *Hermie* doesn't display much innovation in the affects department, but the underwater and desert levels feature remarkably innovative fine-scrolling effects: Underwater, everything on the screen distorts and undulates realistically, and in the desert, heat haze contorts the contents of the playfield into bizarre, warped shapes.

Every PlayStation owner should have *Hermie Hopperhead*, if only to see what the system can really do. You'll be getting a genuinely fun, though indecently difficult platformer with innovative ideas, long (and bountiful) stages and some of the worst music ever heard in a game. If *Hermie* comes out in America, (which it should, it requires no translation) pray someone changes the soundtrack. If nothing else, this game has given me faith for the PlayStation's upcoming 2-D games - just THINK about *Castlevania*. - Nick Rox





























闘魂烈伝



TOUKON RETSUDEN

PREVIEW

PlayStation

DEVELOPER - TOMY

PUBLISHER - TOMY

FORMAT - CD

OF PLAYERS - 1 - 2

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW JAPAN







It's the King of Sports! The game you see before you is the stunning achievement of Tomy (yes, Tomy!) with their new PS wrestling title: *New Japan Pro Wrestling - Toukon Retsuden*. Before I say anything else, let me just announce that *Toukon Retsuden* is far and away *the* most impressive wrestling title ever made.

Following the great disappointment of a not-so-illustrious series of games based on their promotion, the executives at *New Japan Pro Wrestling* decided to switch programming houses for their most important project yet: a completely 3-D PlayStation game. Three dimensional wrestling is a feat previously untested in this industry, which is why I'm doubly shocked to see such a gem come out of Tomy's skunk works.

Toukon Retsuden is centered around the top 12 stars of the *New Japan Pro Wrestling* organization. Each wrestler was imported to this game tree from any loss of personal character. Everyone has their own unique moves, everyone has their own signature tinishing technique and everyone plays fo the audience: In exactly the same manner as the real wrestlers do!

The developers of this game took the gameplay very seriously. Literally nothing was sacrificed or neglected as far as interaction, collision, and movement are concerned. Every one of the gouraud-shaded polygon characters moves in brilliantly fluid steps at an extremely high frame rate. The control is perfect, and the moves themselves look all too devastatingly real when brought to life before you in fully rendered style. The perfect sampled sound effects and genuine voices of the NJPW ring announcer and fhe head retereе further add to the realism.

Toukon Retsuden may just furn out to be the greatest wrestling game of all time. Be sure to tune in next month for a nice, big, fat, review. Until then, wander down to your nearest import house and ask them tor this incredible game!

-The Stalker



THE STALKER
FORGET BLAZING TORNADO, THIS IS WHERE IT'S AT!

















REVIEW

PlayStation

DEVELOPER - ARC SYS. WORKS

PUBLISHER - ARC SYS. WORKS

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW JAPAN



NICK ROX
A POOR MANS LOADED!



We will never escape bad games. No matter-how high-spec our systems become, there will always exist those that seek to harm us with god-awful software… and Arc System Works', thoroughly sad *Exector* is a testament to this fact.

We'll, let's see what I can gather from the vast amount of storyline text that's fleshed for about one second during the intro… "Spin Drift, the outer space probe ship caught by mysterious energy And She lose all control of herself Spin Drift is being pulled into unknown planet. The mysterious energy is came from a supernatural ruin on the planet. Under the present circumstance, Spin Drift will rush into the atmosphere too hardly enough to burn herself out. Time limit is only 10 hours! Scramble, Exector! Scramble, Exector! save our ship… Spin Drift."

Er, I'll let you figure that one out…

At any rate, you've got but ten (game) hours to have a rollicking good time working your way through five sumptuously texture-mapped zones such as "Stairway to Heaven," "Damned, The," and the startlingly named "Deadly Bottom." Your object is to collect three colored keycards per multi-floored level, then destroy the boss. Ah, if only life as a "Space Powered Tracer" were so simple… Barring your way from accomplishing these tasks are not only your enemies, but weapons that look exactly alike, doors that simply can't be seen, and enemies that spontaneously reappear. I'm not even kidding… you can kill an enemy, turn 360 degrees, and… guess what! He's back for more! The REAL treat of *Exector*, however, is the ability to change views between a somewhat cool 3/4 view to a heinous *Doom*-esque perspective.

In order to aid you on your imperative mission, there are several special weapons at your command, such as a lame lightning bomb, a flame-thrower and a cluster bomb. All of the items in the game are voiced by an obviously non-native speaker… my favorite weapon would have to be the "Swimming Lessons," and I'd always recommend a nice "Obscene" to replenish your life if you're feeling unwell. The only semi-understandable phrase is "Haary Ap" (Hurry Up) every game hour. You have the ability to strafe in *Exector*, as well as dash. Dashing also allows you to break transparent barriers, but will also cause you to overheat. But worry not - even though it takes you ten seconds to cool down, the most abundant item in the game is the "Xector Cooling Device" which takes care of that nasty overheating problem.

The graphics in *Exector* are really the only semi-okay part of the game. Though everything moves at a relatively slow pace and the frame rate could indeed be better, there are few pixels even in the *Doom* mode, except when an enemy ejects great clouds of pixelly smoke that whittles your life down in seconds… I guess even Space Powered Tracers need to breath, eh? The textures are appalling in the tirst two stages, but steadily get better as soon as you enter "Damned, The." Midway through the third level they actually start to look pretty good, with little touches like moving conveyor belts with bits of random machinery, rotating discs that actually spin you around, and transparent glass (or is"it water?) covering the hallways of stage tour.

Exector's music would probably be okay if it didn't suffer from *Philosoma* syndrome - you can't hear it. Mediocre explosions and the sound ot guntire cgmpletely drown it out. Average sound ettects and twisted commentary just can't carry an entire game.

If you're an import buyer, stray far from *Exector*. This game just exudes this aura of cheapness… The programmers even let a serious bug slip through: It you stop walking on the tirst floor of stage one, the clanking "a pied" or "on toot" sound ettects.continue. I think Takuhi made a very pertinent comment about *Exector*: "It's a poor man's *Loaded*." Arc System Works' next project is a Saturn and PlayStation RPG called *Wizard's Harmony*. It remains to be seen it they can screw up the RPG genre as much as they did 3-D action. -Nick Rox

E. Storm's SATURN & PLAYSTATION Previews



Nick's going ballistic on the Alpha layout so I'm renting him space.



KIDO SENSHI GUNDAM

Kido Senshi Gundam by Bandai, an action/shooting game using rendered Gundams and digitized backgrounds arrives in Japan this December. Fans of the series should be elated.



TOSHINDEN REMIX

Toshinden Remix, as it's being called for the US Saturn, is looking a lot better! Besides having to replace Gaia's background with an Astal-like barrel effect (and Ellis currently looking like a little boy), it looks nearly identical to the PS version. The proof is in the playing... Stay tuned.



ALBERT ODYSSEY GAIDEN

Arguably, the single biggest mistake Sunsoft USA ever made was not releasing their Japanese parent's amazing strategy RPG *Albert Odyssey* on the SNES. Sunsoft Japan is alive and well and have shifted the development of *Albert Odyssey Gaiden*, the new straight role playing version, from the Super Famicom to the Saturn! With character design by Satoshi Urushibara (*Plastic Little*), this is sure to be one of 96's best RPG's. Question is, will AO finally make its way stateside? AO Gaiden is set for a January relase in Japan. We'll keep you posted...

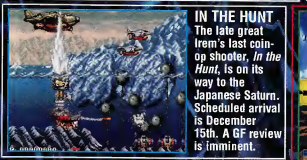


DARK SAVIOR

Climax is back! *LandStalker* fans rejoice! *Dark Savior* is only months away with a December release date set for Japan. Fire up those converters and get ready for a *LandStalker*-sized adventure, Saturn style!

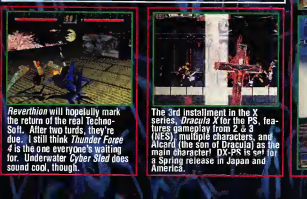


Lunar for the Saturn continues to unfold and is on target for a January release in Japan. There's no word from Working Designs as of yet, regarding its fate in the US.



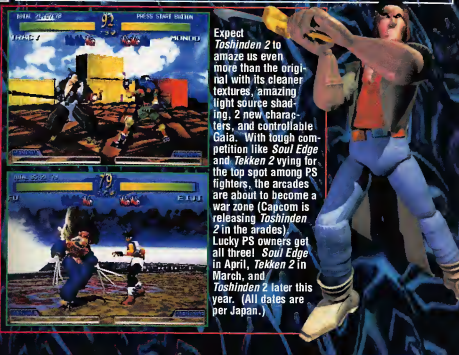
IN THE HUNT

The late great Irem's last coin-op shooter, *In the Hunt*, is on its way to the Japanese Saturn. Scheduled arrival is December 15th. A GF review is imminent.



Reverthion will hopefully mark the return of the real Techno-Soft. After two turds, they're due. I still think *Thunder Force 4* is the one everyone's waiting for. Underwater *Cyber Sled* does sound cool, though.

The 3rd installment in the X series, *Dracula X* for the PS, features gameplay from 2 a 3 (NES), multiple characters, and Alcard (the son of Dracula) as the main character! DX-PS is set for a Spring release in Japan and Americs.



Expect *Toshinden 2* to amaze us even more than the original with its cleaner textures, amazing light source shading, 2 new characters, and controllable Gaia. With tough competition like *Soul Edge* and *Tekken 2* vying for the top spot among PS fighters, the arcades are about to become a war zone (Capcom is releasing *Toshinden 2* in the arcades). Lucky PS owners get all three! *Soul Edge* in April, *Tekken 2* in March, and *Toshinden 2* later this year. (All dates are per Japan.)



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KEEPING UP WITH DEION JUST GOT EASIER.



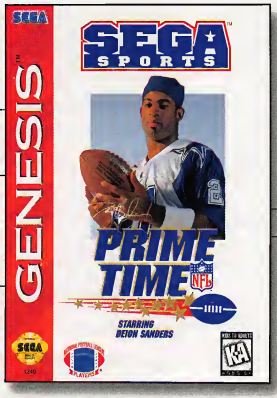
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Deion's playing for the Dallas Cowboys. But with **Sega Sports**, he can play for *your* favorite team.

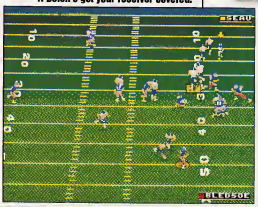




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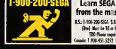
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GAMEFAN

SPORTS



KONAMI'S
NBA IN THE ZONE (PS)

BOXER'S ROAD HITS THE PLAYSTATION WHERE IT COUNTS!



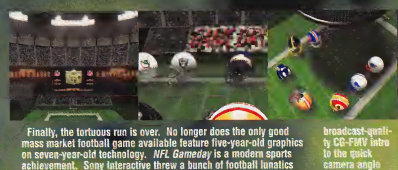
NFL GAMEDAY (PS)

ALSO IN THIS ISSUE:

INTERNATIONAL SUPERSTAR SOCCER DELUXE (SNES)
GIVE 'N' GO (SNES)
WINNING 11 SOCCER (PS)
TURBO GOLF (SATURN)

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GAMEFAN SPORTS



REVIEW

PlayStation

DEVELOPER - SONY INTER.

PUBLISHER - SONY

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOVEMBER

VIEWPOINT

CAL CAVALIER

A quantum leap over anything you've ever experienced, Gameday is yet another reason to buy a PlayStation. Everything about this game is true next generation: four camera angles, real stadiums, super voice and crowd noise, powerful motion-captured animation, the list goes on.... Madden PS will need some major horsepower to top this one. The 32-bit gridiron battles have begun!

OVERALL: 97

Graphics	9
Audio	9
Control	9
Play Mech.	9
Originality	9

CHIP

I haven't felt this way about a football game since the original Madden. What that was to 16-bit Gameday is to 32. Literally no gameplay aspects have been overlooked. From the opening kickoff to the final ticks of the clock, you'll be to gridiron heaven. Something tells me the PlayStation is going to revolutionize sports gaming.

OVERALL: 98

Graphics	10
Audio	9
Control	9
Play Mech.	10
Originality	9

Finally, the tortuous run is over. No longer does the only good mass market football game available feature five-year-old graphics on seven-year-old technology. *NFL Gameday* is a modern sports achievement. Sony Interactive threw a bunch of football lunatics with extensive programming experience at the (arguably) highest powered system on the planet today, and the results are... yes, the best football game of all time!

A truly groundbreaking game makes you say, "No way, I'm not seeing this!" MANY times, and that's what you'll experience with *Gameday*. If you so much as have a pulse, *Gameday* literally has something for everyone. To start with, there are FOUR camera angles to choose from. This game is *Madden*... no wait, it's *Tecmo Bowl*... no wait, it's *Play Action Football*... no wait, it's a new game! Can you think of a perspective they didn't include? I can't.

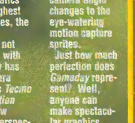
The motion-capture graphics are astonishingly crisp, smooth, and fluid, and there are no graphic hiccups you'd normally associate with first generation software such as break-up, slow-down, or flicker. The visuals never cease to amaze, from the near-broadcast-quality CG-FMV intro to the quick camera angle changes to the eye-watering motion capture sprites.

Just how much perfection does *Gameday* represent? Well, anyone can make spectacular graphics. And a few people are smart enough to include all the real stadiums. But it takes a truly brilliant developer to recognize the importance of ACTUAL CORRECT FIELD PATTERNS in the stadiums. When the weather turns snowy in Lambeau Field in Green Bay, the snowpack is heavier and different than it is at RFK in Washington, D.C. That is design perfection!

Gameday plays as good as it looks. The controls and movements are pretty much the *Madden* standard mapped onto a PlayStation controller... hey, who's complaining? Maybe there could have been more techniques on the L and R buttons (which are generally not used), but I'm sure Sony can save that for next year (and the year after, and the year after).

It goes without saying, but I'll say it: Football fans who own a PlayStation should be force-fed a bottle of Tinactin if they don't buy this game.

-Cal Cavalier



ALL CONDITIONS

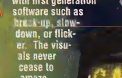




















ALL THE ANGLES

TECMO BOWL VIEW



A high-level, side view emulates Tecmo Bowl.

PLAY ACTION



The floating, 3/4 view is similar to Play Action Football.

MADDEN VIEW



The down-the-field camera angle is like Madden.

GAMEDAY VIEW



This ground-level view is unique to Gameday.







PREVIEW



SEGA SATURN

DEVELOPER - T&E SOFT.

PUBLISHER - VIC TOKAI

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOVEMBER

MISS DEMEANOR
WHO'S THE KID?















Picture a course with lava-spewing volcanoes, scores of pillars, islets floating in the sky, 100-foot cliffs to go over and between. No, these are not images from Corey Pavin's nightmares or miniature golf on steroids, these are merely a few of the holes you will face in Vic Tokai's *Turbo Golf* for the Saturn.

Though the course is challenging, the game itself is great for the novice golfer. Absolutely everything is explained to you. Don't know what "double pelias" means? Look it up. No, not in that handy little desk reference set that you keep by your side for just such an emergency, this game has its own glossary which includes just about any term you'll ever need. For those who just love to look things up, there are also menus that explain the game's controls and descriptions of every hole.

Options, options, options! Besides the 10 game control items on the Option Menu (including a cool ball-cam), there are plenty of other decisions to make. You can register up to 4 players and choose their names, pictures, clubs, caddies and handicaps. When it comes time to tee off, you have to decide between 7 different styles of golf play.

Visually, *Turbo Golf* is a dream. Take my advice, choose "Ball View" just once to see some of the awesome scrolling we've all been waiting to see on the Saturn. The previews of the holes are a tad grainy at times, but you'll barely notice with everything else to see and do. The music, voice, and sound effects do not disappoint either. Nothing sounds sweeter than tapping in that birdie putt for $10,000.

Turbo Golf will make you want to throw your clubs into the water (er, lava) hazards sometimes, but with its great visual effects, stellar sound and myriad of play styles you'll be back for more before long. If you are looking for a great golf game for the Saturn, look no further, my friend.

-Miss Demeanor





GAMEFAN SPORTS



PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

DEVELOPER - KONAMI

PUBLISHER - KONAMI

FORMAT - 16 meg

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOVEMBER

VIEWPOINT

CAL CAVALIER

ISSD slide tackles the competition with the largest SNES soccer sprites ever, highly animated players, and intuitive play mechanics. The zoomed-up view is very exciting, but the radar feature ensures playability isn't sacrificed. As good as or better than FIFA, ISSD is a sudden death goal for Konami.

OVERALL: 88

Graphics.....8
Audio.....8
Control.....8
Play Mech.....7
Originality.....8

CHIP (no last name)

I've had it up to my tooth with soccer games. However, I will say this, if you're in the market for the ultimate SNES soccer fest this is it. Big sprites, slick well produced audio, and perfect playability make ISS the choice for the 16-bit season.

OVERALL: 90

Graphics.....9
Audio.....8
Control.....9
Play Mech.....9
Originality.....8



INTERNATIONAL SUPERSTAR SOCCER DELUXE

Konami, one of the all-time great sports publishers of the late '80s, is back in the arena in a big way. I was skeptical when I heard this... I didn't think they would be able to match the depth of gameplay produced by companies such as EA who have been doing sports for the last five years. Boy, was I wrong. *International Superstar Soccer Deluxe* is in almost every way as good as, and many ways better than, EA's *FIFA Soccer '96*.

The 3/4 perspective is MUCH closer in and tighter on the players, but any problem you might have seeing farther down field is mostly eliminated by the radar (a feature *FIFA* sorely needs). Forcing yourself to use the radar takes a little getting used to but is not a problem. The trade-off is well worth it: The player sprites are very large, easy to see, and never get muddied up or over-clustered. At rare moments there are touches of slow-down but nothing that overly disrupts gameplay.

ISSD has very responsive, solid gameplay, including several slide tackles and a variety of passes (long or short ground). I was especially impressed with the variety of player animations. Details such as sidestepping, your player yelling at the ref for a yellow card or hanging his head in shame for a red card add immeasurable value to this game.

ISSD is on par with *FIFA* in the area of presentation. While *ISSD's* graphics are overall more impressive, the crowd noise is more static-ridden and less realistic than *FIFA's*. The voice announcer in *ISSD* is almost cool in a broken sort of way. The side-splitting pain of "No... Foul??!" is more than I can describe in print.

Like *FIFA*, *ISSD* is ten times better in player vs. player mode. There are a variety of config options for up to five players, and there are of course many international teams to choose from. The only thing missing are actual player names. Well, it may not be Meola, but at least it LOOKS like Meola. Other than the lack of real players, *ISSD* may very well be the pinnacle of 16-bit soccer. -Cal Cavalier











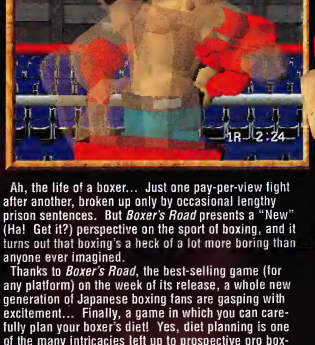


PREVIEW

BOXER'S ROAD

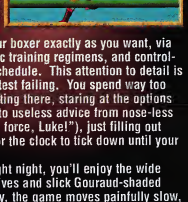












PlayStation

DEVELOPER - NEW

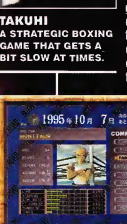
PUBLISHER - NEW

FORMAT - CD

OF PLAYERS - 1 - 2

DIFFICULTY - ADVANCED

AVAILABLE - NOW



TAKUHI

A STRATEGIC BOXING GAME THAT GETS A BIT SLOW AT TIMES.

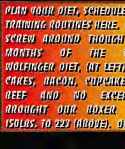
Ah, the life of a boxer... Just one pay-per-view fight after another, broken up only by occasional lengthy prison sentences. But *Boxer's Road* presents a "New" (Ha! Get it?) perspective on the sport of boxing, and it turns out that boxing's a heck of a lot more boring than anyone ever imagined.

Thanks to *Boxer's Road*, the best-selling game (for any platform) on the week of its release, a whole new generation of Japanese boxing fans are gasping with excitement... Finally, a game in which you can carefully plan your boxer's diet! Yes, diet planning is one of the many intricacies left up to prospective pro boxers in New's first PlayStation game. These details are the game's most innovative features - it's cool to be able to customize your boxer exactly as you want, via diet planning, specific training regimens, and controlling the day-to-day schedule. This attention to detail is also the game's greatest failing. You spend way too much of your time sitting there, staring at the options screen and listening to useless advice from nose-less coach Yoda ("use the force, Luke!"), just filling out menus and waiting for the clock to tick down until your next fight.

When it finally is fight night, you'll enjoy the wide selection of perspectives and slick Gouraud-shaded boxers. Unfortunately, the game moves painfully slow, a big flaw for a boxing game. You can make your boxer much faster by forcing him to do speed-oriented training sessions, but the first couple of matches will always be pretty dull. Otherwise, the fights are pretty good - the control's pretty well thought out, and the variety of perspectives (chosen by you) insure that you always have a clear view of the action. One cool 2-player feature is the vs. mode, in which both players can pull their best boxers out of their memory cards.

Boxer's Road is not a pick-up and play boxing game, it's a hard-core boxer's life simulation. It follows you from the moment you first knock on the door of the gym, to your arraignment at the sexual misconduct trial (or so I'd imagine). I can't imagine that would appeal to too many people, but if you're the type who always wished you could adjust the amino acid levels (and I'm *not* kidding) in your boxers, look no further. - Takuhi





PLAN YOUR DIET, SCHEDULE, AND TRAINING ROUTINES HERE. DON'T SCREW AROUND THOUGH -- 2 MONTHS OF THE TERRY WOLFINGER DIET, (LT LEFT) HOTCAKES, BACON, CUPCAKES, & BEEF AND NO EXCERCISE, BROUGHT OUR BOXER FROM 150LBS. TO 227 (ABOVE). OOPS.

GAMEFAN SPORTS

NBA

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

DEVELOPER - KONAMI

PUBLISHER - KONAMI

FORMAT - 16 MEG

OF PLAYERS - 1-5

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOVEMBER

VIEWPOINT

CAL CAVALIER

At the end of 16-bit it's nice to see Konami spend this much effort on the conversion/upgrade of an already solid coin-op. You'll be crashin' the board and pulling all kinds of stylish dunks in this well-executed, worthy game, but there's definitely room for all kinds of improvement in the play mechanics, but Konami will have plenty of time to work it out on PlayStation.

OVERALL: 86

Graphics	8
Audio	8
Control	8
Play Mech.	7
Originality	7

E. SUZUKI

Give 'N Go adds some sorely needed features missing from Run 'N Gun, but Konami isn't quite there yet. Real players and very good SNES graphics are this game's high points. I wish they would have focused more on solid play mechanics which require skill and precision.

OVERALL: 84

Graphics	9
Audio	8
Control	8
Play Mech.	8
Originality	7

Konami has a sterling history of superb arcade sports games starting with the classic *Double Dribble*, but the company met with more limited success with the recent *Run 'N Gun*. While *Run 'N Gun* drew a niche audience and had innovative 3-D, the lack of easy controls, digitized characters, and an NBA license placed the game squarely in the shadow of the more mass-accepted *NBA Jam*. So, in translating this game to the SNES, Konami has renamed it *Give 'N Go* and added several enhancements.

Give 'N Go has real players and team logos, more options to choose from, a season mode, and even a team edit. Some of the players even have digitized pictures to go along with their stats. While not as large as the arcade, *Give 'N Go's* characters are the largest in any SNES basketball game. The animation is very nice and the system never really chokes. What really makes the game stand out is the announcer's commentary when you go for a shot. Cries of "You're too far away!" can make you laugh out loud.

Give 'N Go contains solid gameplay, but you are too limited in your options. While you can steal and jump on defense, you never have the option of attempting different types of steals or even pushing your opponent. This makes it very hard to actually create turnovers. However, it's extremely easy to block an opponent's shot in the air, so balls being "rejected" is common. Once more, alley-oops are very easy since you only press one button to do them automatically. The downside is you have very little control as to who jumps for the ball after you lob it in the air, which detracts from the realism. *Give 'N Go* does give you multiple ways to dunk a ball and all of them are extremely satisfying to watch. It's unfortunate that Konami didn't add an option to select the type of dunk you do; as it stands now, your dunk is random, depending on your position.

Konami started the basketball trend way back with *Double Dribble*, and now begin their re-emergence with *Give 'N Go*.

Give 'N Go rates as a solid game. Easy controls, great audio, and good graphics should easily satisfy fans of arcade style basketball. -E. Suzuki



GIVE 'N GO





















KONAMI
XXL
SPORTS SERIES

ON-COURT PERSPECTIVE

5-ON-5 ACTION

REBOUND DUNKS

MASSIVE PLAYERS

ALLEY-OOP DUNKS

PLAY-BY-PLAY ANNOUNCER



NO-LOOK PASSES

ARCADE HIT CONVERSION

FADE AWAY J'S

PLAYER STATS

FATIGUE FACTOR

HEAD FAKES

BOXING OUT

FULL-SEASON AND PLAYOFF MODES

MOVING PICKS

www.wtinet.com/wti/konami.htm

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WE USE NBA PLAYERS, THAT WAY YOU'LL KNOW WHO RAN YOU OVER.

NBA GIVE 'N GO







ONLY FOR SNES

KONAMI

NBA IN THE ZONE

PREVIEW

PlayStation

DEVELOPER - KONAMI
PUBLISHER - KONAMI
FORMAT - CD
OF PLAYERS - 1-2
DIFFICULTY - INTERMEDIATE
AVAILABLE - NOVEMBER

While *Give 'N Go* isn't bad for SNES, true Konami basketball power could only be achieved on 32-bit. Rather than simply port *Run 'N Gun* from the arcades, Konami chose to start from scratch with its PS b-ball debut, and a wise choice it was.

NBA In the Zone is a spectacularly well-executed hoops jam-fest. The game has a totally unique look and feel that will be hard for competitors to match. The sprites are motion capture, texture-mapped polygons which makes *Zone* very different from, say, a game with digitized or hand retouched graphics. The movement is fast, realistic, and extremely fluid, with little or no breakup to be found.

The view is similar to *Run 'N Gun*, except the camera floats much higher, about backboard height. This pulls you off from court-level graphics to a perspective with more depth. The player control is sublime and features new moves I've always wanted in b-ball games, such as a spin. The length the developers went to capture realistic basketball frightens me. For instance, if you are fading away from the basket as you take a shot, your player will actually animate into a FADE-AWAY jumper. Wow! Get set for finger rolls, hooks, jukes, and some astonishing behind-the-back, in-between-the-legs, hot-doggin' jams you've never seen before in a video game.

Not only does *Zone* offer the actual NBA license, the players actually have their names, jersey numbers, and actual facial details such as goggles - a very nice touch. The expansion Raptors and Grizzlies are represented, so this game is totally up to date. Look for a review soon, I can't wait to get in this zone. -Cal Cavalier













CAL CAVALIER
A spectacularly well-executed hoops jamfest.

LOOKS CAN KILL.

Get on the winning team or get out of the way. Jim Lee's WildC.A.T.S™ are slashing their way onto the screen of your Super Nintendo Entertainment System.® You take control of Spartan™, Maul™ or Warblade™ in their ultimate mission against the evil Helspont and his Daemonites. Work together and the WildC.A.T.S blast through eleven worlds of tense battle and unfathomable danger. Don't, and it won't be just "looks" that kill you.

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COVERT · ACTION · TEAMS

SUPER NINTENDO ENTERTAINMENT SYSTEM

TEEN T AGES 13+

NELVANA

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(714) 562-1743

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I played tennis with a toad. I was set adrift in th



Virtual Boy presents more games from the Third Dimension. Stick your head in Virtual Boy and you won't be the same when you pull it out. The action comes at you from places you've never dreamed of. See things you've never seen before like Red Alarm,™





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cosmos. I flew into the mouth of a beast.
It was just another day in the third dimension.
VIRTUAL BOY
PLAY IT LOUD
Virtual Boy™
A 3-D game for a 3-D world.
Nintendo®



PREVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

DEVELOPER - RARE

PUBLISHER - NINTENDO

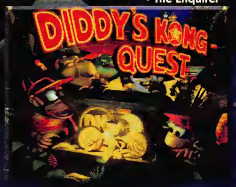
FORMAT - 32 MEG CART

OF PLAYERS - 1

DIFFICULTY - ADVANCED

AVAILABLE - DECEMBER 3rd.

"The Best 16-bit Game Ever Made!"
- The Enquirer



For its time, Nintendo's *Donkey Kong Country* was the ultimate 16-bit game. It had great level design, excellent control, a phenomenal soundtrack, and above all, SGI-rendered graphics. All anyone needed to do when deciding to buy DKC was see it.

See it they did, and buy it they did. DKC broke all previous records and sold well over 7 million copies. One year later, post PS and Saturn, the big question on every gamers mind is how in the world one can top such force, given the limitations of 16-bit... if it has any. I'm beginning to wonder...

Let me start by saying, if you sold your SNES to buy one of the new power machines better dig in to the ol' change drawer and emerge with enough to buy another SNES. Because if you're into platform games there's a big chance that your new system will never reach the heights exhibited in *Diddy Kong's Quest*. Dare I say *Diddy Kong's Quest* is better than any platformer on 32 or 64-bit in overall joy factor? Indeed I do. They're just not makin' 'em on the new systems so you gotta grab the great ones while you can.

In reference to DKC, DKQ has much over its younger brother. Besides being a lot longer, DKQ is packed with more play mechanics, bigger levels, better bonus areas, better music (can you believe it?), and better graphics. Did I say better graphics? Uh-huh, they're actually better. Seamless parallax, 3-D warping like the big boys, transparencies and other such technical marvels are everywhere daring you to compare this game to anything.

In DKC you were aided by many friends such as the memorable Rambi the Rhino. These scenarios were some of the most memorable in the game. This time out you'll actually get the chance to *control* your friends: Squawks, Squitter, Glimmer, Enguard, Clapper, and Rambi. You'll experience new play mechanics like entire levels where Diddy and Dixie hover. And you don't just bounce on bosses to defeat them any longer, strategy and skill is now required. It's 8 worlds and over 100 stages of stuff you simply won't believe. From roller coaster rides among exploding skies, to honey walls behind transparent heat, DKQ will have you spellbound for a long, long time. In the 20 hrs. we played (as quickly as possible) only 50% of DKQ was



E. STORM
PRODUCER TIM STAMPER HAS RISEN TO THE LEVEL OF MR. MIYAMOTO.



SWING INTO FUNKY FLIGHTS, SWANKY'S BONUS BONANZA, WRINKLY'S KONG KOLLEGE, OR CRANKY'S MONKEY MUSEUM.







uncovered, so I'd imagine this to be a 100+ hour game.

My only problem will be how to score DKQ when we review it. We gave DKC perfect scores thinking it would never be topped on the SNES. Now along comes Diddy and Dixie (I call her Cammy Kong) to make us look like boneheads. The statute of limitations on 16-bit game reviews should be one year. You just never know what to expect in this business. -E. Storm

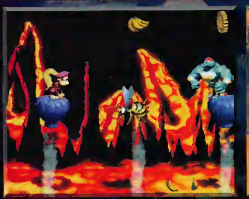















WORLD 3
WORLD 4

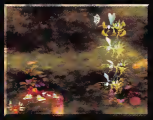
World 5





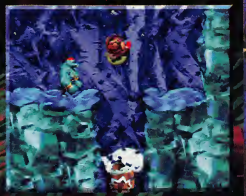








World 6











ChronoTrigger™





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THE END OF THE WORLD.



It's about time.

YOU ARE HERE.

THE END OF TIME.

Chrono Trigger. Sci-fi fantasy meets time travel. From the creators of the acclaimed Final Fantasy® series. Character designs by Akira Toriyama. 32 megs, 10 endings, 70-plus hours of game play.



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REVIEW

for GENESIS

DEVELOPER - TRAVELERS TALE
PUBLISHER - DISNEY INT.
FORMAT - 32 MEG CART.
OF PLAYERS - 1
DIFFICULTY - INTERMEDIATE
AVAILABLE - NOVEMBER



E. STORM
THEY NEVER HAD TOYS LIKE THIS WHEN I WAS GROWING UP.



TOY STORY

If you're as into video games as we are here at GF, than you know what I mean when I say these are exciting times. The Saturn and PlayStation are out, the Ultra and M2 are just around the bend, and new talented developers are popping up everywhere. Gaming is indeed heading into the future in impressive fashion. One would think that 16-bit wouldn't be a part of all this progress, we ourselves are guilty of dismissing it way too early. The fact remains, millions of people still own 16-bit machines and now that the Nomad is out (if Sega would just market the thing), 16-bit development could, theoretically, continue well in to '96. What you're looking at is one good reason why it should... Disney's *Toy Story*. Less than a year ago, one look at this game would have had anyone saying "Wow, 32-bit, I can't wait." *Toy Story* is that impressive. Completely rendered and packed with unbelievable animation and 3-D environments, this 16-bit Genesis game could easily be mistaken for a 32-bit title, in fact, it was. More than one fellow staffer walked in to my office, took one look and said, "Is that Saturn?" Honest.

Toy Story is, of course, based on the upcoming movie starring a cast made up of 100% rendered toys and environments. I'm quite sure both the movie and the game will have a major impact on their respective markets. *Toy Story's* game play is a fast-paced mixture of strategic platforming, 3-D and top-view racing, and (get this) 3-D corridor gaming. If the platforming doesn't knock you out of you're chair minute one, the 3-D portions surely will. I can honestly say that the 3-D is smoother than any found on the 32X or SNES, and miles ahead of anything previously on the Genesis. It's pseudo-light-source shaded, and moves at a brisk pace while everything in the distance scales smoothly... and it's texture mapped! How, you ask? So do we. The SGI





















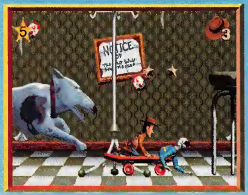




rendered side scroll I can fathom (lots of high dollar workstations, memory, and a nice budget), but the 3-D I just cannot grasp. When exactly did the Genesis start outperforming the Sega CD which has scaling hardware? And even more puzzling is the color. Check out the static screens before each level. 64 colors? I don't think so.

You'd think with all this expensive technology the gameplay would suffer at least a little, but it doesn't at all. The game's star, Woody, can do all sorts of things. He runs, jumps, teeters, whips and grapples (via his pull cord), swings, and drives. *Toy Story* is as diverse as anything in the category, features responsive, accurate game play, and even has good music and voice! All this plus SGI graphics on the Genesis, or better yet... Nomad! Life is good. Needless to say, if you have access to a Sega 16-bitter grab this game the moment it comes out. It will surely go down in gaming history as one of the all time best of an unforgettable six year reign.

-E. Storm

















MUTANT DOOM TROOPERS CHRONICLES

REVIEW

GENESIS

DEVELOPER - ADRENALIN

PUBLISHER - PLAYMATES

FORMAT - 16 MEG CART.

OF PLAYERS - 1-2

DIFFICULTY - ADVANCED

AVAILABLE - NOW



THE STALKER
Doom Troopers is a long battle with Contra gameplay and tons of brutality.

Finally we have a game that breaks the streak! Playmates' Mutant Chronicles: Doom Troopers is just what I needed tor my Contra-depravation sickness. DT is set in an ever-changing world filled with natural dangers with plenty bloodthirsty drone warriors for one or two players to blow apart.

I love the gory graphics in Doom Troopers. The programmers stretched the Genesis almost to its breaking point in assembling the graphics and surprisingly seamless animation. The game moves and scrolls fluidly, with scarcely a hint of slowdown. Besides that, the sound is rather impressive too, highlighted by the screams and shrieks of your stricken enemies. As tar as tunes go, there're some goodies in there to listen for.

The play controls are rather simple: shoot, jump and attack with your body. Once you master the art of jumping over and ducking under flying bullets, you're set. While the actual control features no particularly striking innovations, the actual gameplay is filled with little things that make you think, "I've never had to do that in a game before!" Two examples: crossing a dangerous body of water by hopping onto the bodies of dead enemy soldiers, and catching air in a tunnel current to propel yourselt skywards.

Each level segues to the next, culminating in a nasty boss after every two new areas. The tour bosses can be pretty tricky, so stay alert! Also note that you have to go a long way in between password checkpoints, so be patient, each life you lose brings you one step closer to replaying the ditticult areas you've crossed.

I'm pleased to say Doom Troopers is the tirst notable game in its dwindling genre in a long time. I recommend tans of similar games seek this one out and give it a shot.
-The Stalker





LEVEL 1



LEVEL 2



LEVEL 3



LEVEL 4



LEVEL 5



LEVEL 6

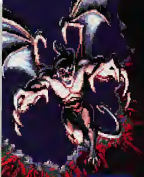


LEVEL 7



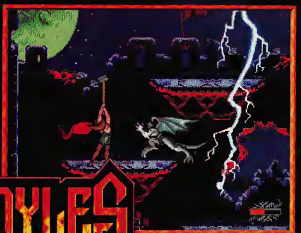
SECRET LEVEL





PREVIEW





GARGOYLES

GENESIS

DEVELOPER - DISNEY INT.

PUBLISHER - DISNEY

FORMAT - 24 MEG CART.

OF PLAYERS - 1

DIFFICULTY - HARD

AVAILABLE - NOVEMBER

Disney's delightfully dark creations are making their winged way to your Sega Genesis this Christmas, and if you thought the cartoon was cool, wait 'til you check out the game. For their very first venture into the wonderous world of gaming, Disney Interactive has produced one mighty cart.

Each stage in Gargoyles follows the reign of terror of a Viking king and his army of madmen. Determined to destroy all that stands in their way, they travel the land wreaking ultimate havoc upon the world. That is, of course, until they arrive at the gates of Castle Wyvern. The fun stops here, boys! Enter Goliath, fearless leader of the mythical Gargoyles, creature of living stone, now protector of all mankind.

Both the graphics and music compliment the game's somber atmosphere. Colors, for the most part, remain dark, with tones depicting each stage's particular mood. All characters are animated beautifully with a vast assortment of fluid movements. Goliath, for instance, is capable of a number of different attacks, including claw swipes, a shoulder roll, hawk dive, and the always fun crouch-kick.

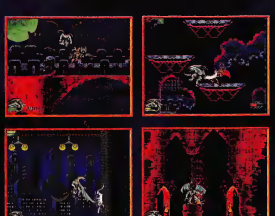
But the fun doesn't stop there. The game is set in two separate time periods, the later taking place one thousand years after Goliath's initial encounter with the vikings. Castle Wyvern is now located atop a skyscraper in downtown Manhattan. To a thousand year old Gargoyle this can be a real culture shock. And a new setting also means new enemies for our winged crusader. Recent technology has spawned an army of robots, some even resembling insects.

Gargoyles is definitely one the first successful translations of an American cartoon I've seen in a long while. It's nice to see a company like Disney not only produce quality animated features but killer games as well. We'll be back with a Gargoyles review very soon. -Jace Fury

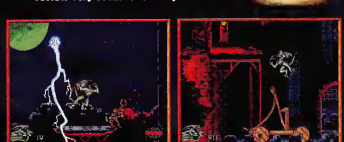


JACE FURY

Gargoyles is definitely one the first successful translations of an American cartoon I've seen in a long while.











VIRTUAL BOY



PANIC BOMBER



Personally, I've seen enough puzzle games to last me a lifetime. But after gazing at Panic Bomber I believe I can play one more. Insane depth and cool characters make all the difference! Click on the auto-pause with this one.



WARIO'S TREASURE HUNT



Wario's Treasure Hunt is the single most eagerly anticipated Virtual Boy game. The reason is obvious... WTH is a Nintendo bred action/platformer. But of course, this is Virtual Boy, so along with the ingenious gameplay, catchy tunes, and brilliantly-shaded red and black bit-map graphics, you get to jump in and out of the two layers of background. This play mechanic, reminiscent of Top Hunter on the Neo-Geo, is what makes Wario's Treasure Hunt look and play so great. We'll review Wario's Treasure Hunt next month.



T&E VR GOLF

While it may not be the most diverse Golf game around, with its singular course, T&E's Virtual Golf has one thing that no other golf simulation has... true 3-D gameplay. One needs to only stand behind a bunker peering forward through the trees to know the power of the VB. And don't forget, T&E are the kings of golf simulations so you know the AI and options are all dialed in perfectly.

Screen shots don't do this one justice, folks. If you know a golfing fanatic, trust me, T&E's Virtual Golf will hook 'em instantly.

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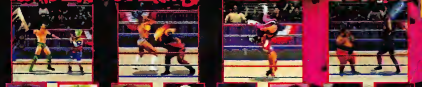
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QUARTER CRUNCHERS





R REVIEW

NEO GEO

DEVELOPER - AICOM

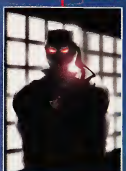
PUBLISHER - SNK

FORMAT - 380 MEG CART

OF PLAYERS - 1

DIFFICULTY - YOU HAVE NO IDEA

AVAILABLE - NOW

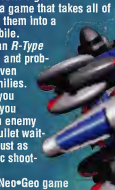


TAKUHI
The best side-scrolling shooter since the original R-Type.

Ah, the joys of a really good shooting game. There's nothing like that one brief moment, when the screen is filled with an army of enemies, each firing a barrage of bullets, all of them aimed at you. And you, through your many years of shooter training, find the exact one spot that's safe, and, from there, go weaving in and out of a sea of bullets so plentiful that even the system's hardware can't keep track of them all. For that one brief moment, you are... *a god.*

But every now and then comes a game that takes all of those would-be gods, and grinds them into a pulpy mass of blood, bone, and bile.

Welcome to *Pulstar*. *Pulstar* is an *R-Type* type game, through and through, and probably the hardest - and best - of even that most grueling of shooter families. The game moves slowly, giving you plenty of time to think and plan; you must know when and where each enemy is going to appear, and have a bullet waiting for them when they arrive. Just as *R-Type* coined the term "strategic shooter," *Pulstar* now redefines it.



Not only is *Pulstar* the hardest Neo•Geo game to date (*Viewpoint*, you say? Ha!), it's also the biggest. The game's 380 megabits are packed full of flawlessly animated, fully rendered enemies and bosses. Every level has its own diverse assortment of foes, backgrounds, and boss attacks. The enemies are huge and beautifully done, and the bosses have a great many forms and attacks; a pleasant surprise considering the weakness of the bosses in recent *R-Type* games.

You have all the usual *R-Type* weapons, such as the option (now renamed as "Voyager"), reflecting laser, homing missiles, etc. There are a couple new twists this time, too. While the Voyager can no longer be repositioned on the back of your ship, you can send it out as a bomb, and the bits (now called "Ios") can be aimed and locked in 16 different directions, adding another element of strategy. In addition to the ability to charge up and fire a super shot by holding down A, you can now charge up and fire each weapon in a totally different way by pressing A rapidly. This gives each weapon a second function, and introduces all sorts of new options to the game, from shields to lock-on lasers.

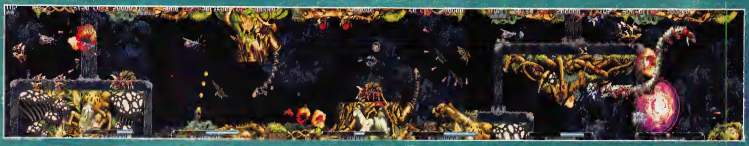
The Neo•Geo does an admirable job of trying to handle all the action, but sometimes is forced to slow the game down dramatically (actually a big plus for gamers)... You can almost hear the processor coughing and wheezing during some of the boss confrontations, but there is no flicker to be found. As a result, the game, and your ship, move very slowly. It takes about 3 speed-ups to get back to normal ship speed, so if you prefer all-reflex, fast-paced shooting, you'll want to look elsewhere. This is a deliberate, strategic shooter.

Not that the action isn't incredibly intense. This game demands more from the gamer than any *R-Type* yet... After playing for a few blistering hours, my fingers started to





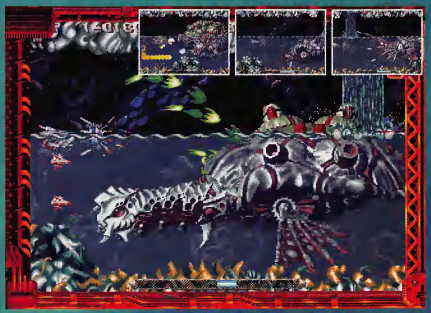


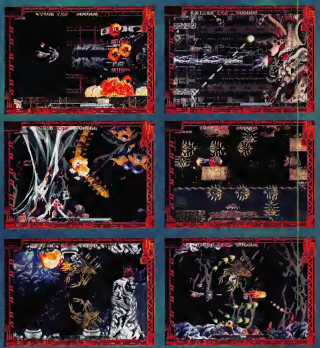






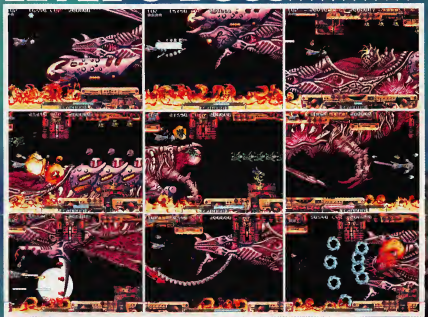






The R-Type Tradition Continues

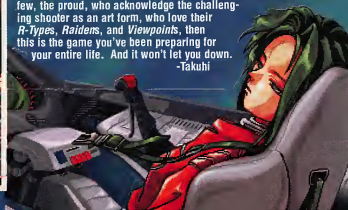
LEVEL 3 BOSS



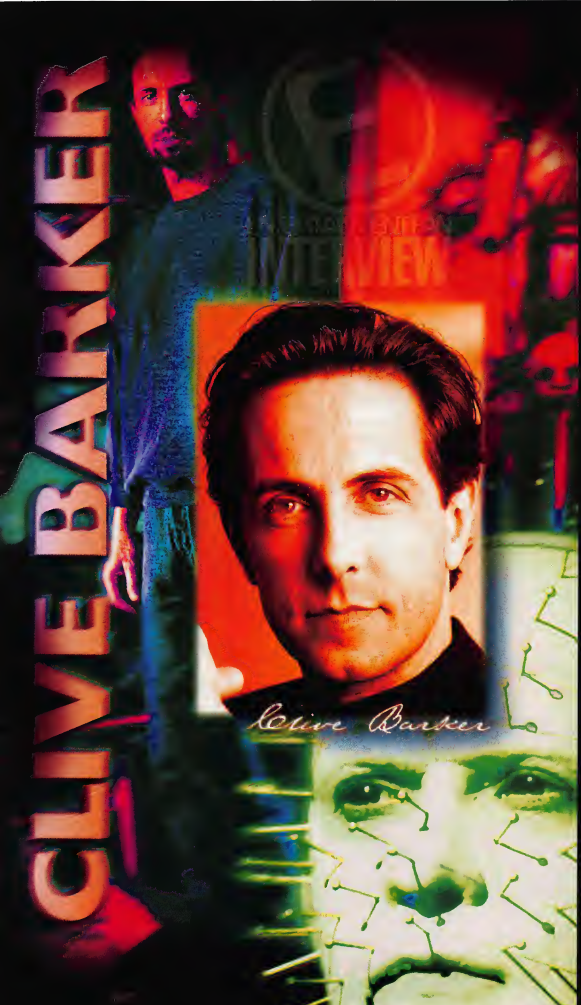
give out, one by one, until I was forced to resort to playing the game with the fourth finger on my button hand (you know, the one that doesn't even bend all the way), because all the rest had long since become cramped to the point of futility. As a matter of fact, I'm pecking this review out with my left hand, 'cause my right seems to be temporarily paralyzed. It's painful, but for this instant classic, it's well worth it.

Those of you who have only a passive interest in the shooter world may find *Pulstar* to be infuriatingly difficult, and those of you who snottily disdain the entire genre won't have their minds changed by this one either. But, if you're one of the few, the proud, who acknowledge the challenging shooter as an art form, who love their *R-Types*, *Raidens*, and *Viewpoints*, then this is the game you've been preparing for your entire life. And it won't let you down.

-Takuhi



CLIVE BARKER



Clive Barker talks with GF Entertainment Editor Jason Weitzner about his upcoming video game, gaming in general, Hollywood, and a whole bunch of other really cool stuff.



GameFan: First off, how did you get started in the entertainment industry?

Clive Barker: I started with plays, with theater. It was inexpensive, and a great way to start that whole process going. I had a small theater group, and plays that were very fantastical. There was a play called "Frankenstein in Love" and a play called "History of the Devil". We're publishing some of these plays for the first time in December. I went from there to books, from there to films, from there to interactive; and I wrote comic books pretty much at the same time. I'm always on the lookout for the next piece of technology, whatever that may be.

GF: We're very anxious to know how involved you are in gaming. We know there's the game *Ectosphere*, which is being developed by Virgin. We've even received promotional t-shirts on it.

CB: Yeah, I designed it.

GF: What's going on with that?

CB: I think development is going slow. We're making the movie right now; the script is being written for it, and it may actually end up being out before the game is out. Because I'm a techno-phobe, I don't really have a sense of how it all works. I might be able to plug in a computer, but that's all I can do. I think of myself as the ultimate software. I'm the story man; I'm the image man. Just as my publisher wouldn't expect me to know how to print my own books, I'm pretty ignorant of the technology of the movies. That isn't to say that I don't have a view on it. I have a very solid sense of why stories should be told and why images should be made. And that really is my primary concern. You know, why do we tell stories, or why do we want to be involved in other lives, other worlds, other states of mind, other states of consciousness... I mean that's the continuing question, whether I make a painting, or a book, or a game, or a movie. The driving force, the thing which pushes you towards the business of telling the story remains a constant, whatever the form.

GF: What is *Ectosphere* actually based on?

CB: It's based upon a comic book

called "Ectokid," which had a very simple idea. Given your family background, you know about high concepts.

GF: Yeah.

CB: This is very high concept. A kid, who is a young man, whose mother is a flesh and blood individual, and whose father is a ghost. The resulting child is a kind of hybrid, in the sense that he lives in both the biosphere, which is where we are right now, and the ectosphere, which is a parallel dimension, which is what mediums and psychics have always thought of as being a world of ghosts. If there was a psychic sitting here with us now, if a medium were here, he or she might very well be aware of presences around us which would not be flesh and blood presences; they would be ectoplasmic presences, and all she would be doing would be seeing the ectosphere. She's seeing with eyes that we don't have, in other words. This idea of biosphere and ectosphere, is a kind of science, where particles in the ectosphere move faster than particles in the biosphere. We can't see them, because it's just beyond the range of our sight, the way that certain forms of light are beyond our sight. The movie and the game concern themselves with this fellow who is able to pass back and forth between these two worlds, the world of the dead and the world of the living.

GF: Yeah, I read a lot of the *Hellraiser* stuff...

CB: It's much, much less intense than the *Hellraiser* stuff.

GF: Just touching back on the whole interactive software thing, what is your take on the whole idea of Hollywood merging with video games, as in *Mortal Kombat*, and such?

CB: I think it's very dubious. I feel as though movies are movies, games are games, and there are different satisfactions that come from all these things. If something tells me the movie looks like a comic book, I'm always frustrated, I say, "Well, why?" Comic books look like comic books, so why have a movie that looks like one? Why not have a movie look like a movie? It doesn't sound like a recommendation to me, to hear that a movie looks like a comic book, any more than it would seem like a recommendation to me to say "Well, the movie's like the game." Why? The game's like the game. You know, the underpinning of a lot of games is violence, and it's relentless violence, and with relatively little psychology attached. Now I am the last one to say there's anything wrong with violence, as a casual peruser of my books and movies will realize, but I'd like it to be about something else. It's got to be more than a bug hunt, more than a kickboxing exercise. My problem with a lot of games is that it really is no more than that. You know, reading is a very important part of my life, and I believe it to be a very enriching process, a very intimate process, a process which will have the artist get much closer to the minds of the receiver of this information, in this case the reader. There's nothing to compare with the reading experience. Now, one of the things that the reading experience does, uniquely, is it allows you to get inside people's heads. When somebody's doing violence to somebody else, you know why. If you deal with the surface of something... It's one of the reasons why it's very difficult to make adaptations of horror books into movies. It's one of the reasons why I've taken charge, by and large, of making adaptations of my own work to film, because the first thing that goes is the psychology. The first thing that goes is, "Why?" And what you end up with is violence. I think you see that in Steve's (Stephen King) work a lot. I think you see very often the movies which come from Steve's books leave out one of the things which makes these books so wonderfully readable, which is the human beings, and you end up with this superfice, which is about violence. Like I said, there's nothing wrong with the thrill that we all get, the animal thrill, the visceral thrill, that we get from watching a character defend his or her self against the enemy. It's great. It's one of the things which is essential to storytelling. But we miss out on the narrative that leads up to that, or the narrative around it is so simple that it's almost sort of insulting. You know: The girl is trapped in the dark tower. Get her out. Or, you know, you are the only human being on an alien planet. Everything that comes towards you needs to be destroyed. You see that all the time in probably dozens of games like that a week, right?


Barker's high school chum Doug Bradley as Pin Head in the upcoming *Hellraiser IV: Bloodline*

GF: Yeah, a lot, all the time...

CB: Yeah, and after a time it becomes a kind of mindless experience.

GF: Yeah, I mean, we're always looking. We come into contact with so many of these games. The ones that strike us are the ones that *do* use a bit of psychology, that take you a bit deeper into it; it's not just rescuing the princess in the tower.

CB: Right. And obviously, you know, there are lots of... good games which I am missing out on, though, by and large, they're not story games. A platform game is just that, a platform. You can have a better sound system, a better platform, a better cover for a book, but it's the story that has some depth or some resonance to it. It doesn't matter how sophisticated the technology gets. The hardware is only as good as the software. One of the things I think has happened in the gaming business is the appetite has vastly outpaced the software. So what you have is this: It's like you're ten years into the history of cinema, and somebody suddenly spontaneously creates, in 1921, THX, and widescreen. But the only things people know how to shoot is trains coming into stations. They're all dressed up and nowhere to go. We've got all the bells and whistles, and no original or interesting story to tell. And that's where I think we have to, to some extent, educate the consumer. The consumer has been "dumbed" down to some extent... You know, we think of these things as playing pretty much exclusively to males, of a certain kind of a (chuckles) emotional variety. I mean, we're making broad generalizations, but, like all broad generalizations, there's some truth in it. I don't know how many issues of your magazine are bought by girls, I'd say a very small number. I'm not saying that we'll ever have a day when fifty percent of your readership are women and fifty percent are men, or that these kinds of games are ever going to be played by fifty-year-old women the way that they are by fourteen-year-old guys, but I would like to think that if the medium has any chance of maturity, then it's going to have to mature into other areas. It's going to have to, just as the cinema did. You know, we are at the very infancy of a whole revolution in the way that you can tell stories, and a whole revolution in the way that you can actually communicate to people. The issue is what you're communicating.

GF: Now, in terms of the movie, does the technology make things easier for you as a film director, with, you know, SGI workstations, etc.?

"movies are movies, games are games, and there are different satisfactions that come from all these things."

CB: Actually, it does. My novelist friends who have word processors; their style definitely changes. And I think editors' styles change when they get themselves in front of a (computer), and it's all in the system, and you can play around. There's lots of good things about that, there really is. I think *Lord Of Illusions* was much better quite because we had access to that technology. But then it manifests itself in the sound system as well, because it's amazing how it makes the work so much faster and so much richer. The music for *Lord Of Illusions* was dubbed, was put together, was roughed out, on a computer, so before it goes to orchestra, you at least get to hear it in some form or other. I would be the last to denigrate the need or usefulness of those things. I come back, like a broken record, to: It's only as good as the story. If you end up using that technique for what you're trying to do, then more power to you, actually. I mean, that's really important.


Scott Bakula (Det. Harry D'Amour) gets the quantum creeps from Barker's *Lord Of Illusions*

GF: Going back in your career to films as early as *Hellraiser*, they were obviously lower budgets, and I know there wasn't a whole lot of computer technology...

CB: I don't think there was any, actually.

GF: Do you feel a lot is lost, you know, filmmakers get so wrapped up in the technology that they lose much of the actual directing...

CB: Well, *Lord Of Illusions* is still a very cheap movie, so I've never made an expensive movie. I'm waiting. You know, *Lord Of Illusions* is an eleven million dollar picture, it's one of the cheapest pictures that has come out all summer, of genre pictures. There's very little computer stuff, but what there is, you know, I tried to maximize... You certainly give up control, there's no two ways about that. I had a wonderful bunch of CGI guys, on the show, producing, I think, really wonderful stuff, but, at

the end of the day, it's as good as your vocabulary describing it and what they, sitting in front of a screen, can dream up. And the audience, they have expectations, they have needs... They come in, they say, "Okay, do it one step better than it was done last time." The danger is, that you end up so obsessed with technology that the movie is stuck in a kind of time warp. An example would be, like T2, for instance, which is, for me, a time warp movie, because it was the first time I ever saw that technology used so brilliantly as it was used. But now it's like, "Eyeh" (like, "Big deal..."), because you see that stuff in ads all the time.

GF: Horror movies have always been my favorite films, and I feel that, in the past couple years, there have been a lack of really good horror films, and it worries me. I'm wondering where the future's going to be, because it's less and less about the stories, and more about the technology, about the software. You know, you're right, without the adequate software, what is the hardware? It means nothing.

CB: The real horror story is the audience. Movies are expensive. Even cheap movies are expensive. You are answerable to the people who put the money in to make the movie in the first place. What you're looking at here, this version we've got here is eleven minutes longer than the theatrical version. And it's my version. It's basically eleven minutes of story. We had to take eleven minutes out, because the audience said, "Get to the effects! Get to the effects!" One of the first things to go, then, is dialogue stuff, character stuff.

GF: I remember at last year's Fangoria, you were talking about *The Crying Game*, and how they'd done that entire thing, you had submitted, I think, a script, or something...

CB: For *The Mummy*.

GF: Yeah, *The Mummy*, and it was the same line, at the end, you know, the woman is a guy, and that's such a great story. So, I agree, the movie studios are raping and pillaging...

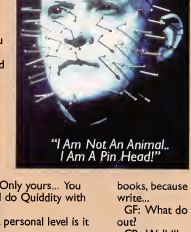
CB: They've always been conservative, and part of that is a function of the fact that movies are expensive and they want to communicate to a large number of people. My favorite directors, the directors I model myself after, are people who make strange, quirky, personal movies. David Cronenberg... whose pictures don't make a lot of money, by and large. I think Cronenberg's really only had one movie which ever did very serious business, which was *The Fly*. Otherwise, David's pictures don't make a lot of money. And one of the reasons why they don't make a lot of money is because they're so, they're so *David*.

GF: It screams him, no one else.

CB: And no one else. I'd like to think the same would be true of my pictures. You know when you're at a Clive Barker movie. You might not wish you were there, but at least you know you're in one. You know when you're at a David Lynch picture. A lot of the big summer pictures, and a lot of horrible little pictures as well, you don't get a sense of, you know, what the person believes about the world, and that's one of the reasons why we go to art, whether it be a book, or a movie, or a painting. By and large I don't think you have a sense of that in modern horror movies. I think that's true of modern science fiction books, as well.

GF: One of my favorite times is when I'm reading. When I'm reading one of your books, I'll try to envision a scene. I'll stop and put the book down, trying to imagine landscapes, and I'll try to imagine characters, what they look like... To me that's such joy. So I'm always a bit "iffy" when books become films, because sometimes they're such great books, you don't want to ruin your personal images.

CB: Oh, I agree. I've adapted short stories so far. I'm much more anxious about the adaptation of large books into movies, because there's no question that you lose a kind of intimate relationship with the images. You said you read "The Great And Secret Show," and if you decide to walk down to the shores of Quiddity, it's your Quiddity.


"I Am Not An Animal.. I Am A Pin Head!"

GF: Yeah, it's so personal.

CB: Exactly. Only yours... You know, we could do Quiddity with CGI...

GF: But what personal level is it on?

CB: It isn't, exactly. It becomes a function of a very particular vision. By and large, I agree with you. I mean, I share the concern. And yet, the number of people that'll say, at a signing, they loved "Weaveworld," when's it going to be a movie?

GF: Yeah, I've heard a million people saying that.

CB: Thank you. It's almost as though, in our culture, books are thought of as being eggs, and the fully grown animal is the movie, which is not the way I think of it, at all. I think, actually, it's exactly the reverse.

GF: Yeah, you know, when I was at the convention, I wasn't interested in what films were coming out. I was interested in the books that were coming out. Because, to me, a movie lasts an hour and a half, but the book will last so much longer and it'll take you on such a personal level.

CB: The truth is that Fango's a slightly strange atmosphere, in the sense that it's primarily moviegoers. I mean, the magazine covers are essentially movies, and a little bit of books. (Interviewer's beeper goes off) Are you being beeped?

GF: Yeah, sorry.

CB: Don't worry, just take it out and shoot it. It's Friday! Come on! We'll throw it in the pool. Fango is a particular example because Fango is so movie-driven. They've been wonderful, those guys. It's great, it's a really great atmosphere.

GF: I'm really excited about "Thief of Always," because you're making an animated film out of it. You know, if you had said live action, I would've turned and walked away. Who's doing the animation?

CB: It's a company called Nelvana out in Toronto. I am, uh, cautiously optimistic, because there's so many processes that can go wrong, that can sour the film. I'm a huge animated movie buff, and I love that book very much. So, I'm watching over it. I mean, you see people sitting there, animating the characters... There's only so much control that you have, under those circumstances. It's not like a movie where you can cut it, sit down with a costume designer, you know what I'm saying? It's two hundred and fifty people in a factory somewhere, drawing. So it's much more out of my hands than a regular movie would be. Meanwhile, I'm writing more books, because it's great fun to write...

GF: What do you have coming out?

CB: Well, "Incarnations" we spoke about, which is the book of plays in December, and then in January comes *Lord Of Illusions* in the proper form, the director's cut, the version I'd really like you to see, then in July comes the new book, "Sacraments," which is rather large... A book with a gay hero, a book with a very complex mythology, I love doing those things, and a book where I actually returns me to England, and up to the Hebrides, which are the islands off the west coast of Scotland. I was up in the Hebrides, from the age of nine, pretty regularly, since I had an aunt that lived up there, so I've actually revisited that.

GF: When is the continuation to "The Great And Secret Show"?

CB: The final? I'm pedaling as fast as I can! Those books are an eighteen month commitment, and I have to feel as though I'm ready. I think probably I will start it in about three years, so I'll have it out in about four. I know that seems like a long time, but they're big things... I know exactly the story I need to tell. I know how it finishes. But, it's obsessive. Once you start that large scale stuff, your life becomes... I mean, my life right now, on "Sacraments," is seven days a week, from 8:30 in the morning, I'll finish at like 9 to 10:30 at night. You know, I have house guests next door, and I haven't seen them. We squeezed this half hour in, having planned it a great distance, because it's all about the ticking clock when I go for the kids' lives, like "Imajica," or "Everville," or "The Great And Secret Show."

GF: One of the things I love most about you is that I know how much you care about your fans. It is the most evident thing, at Fangoria, when I saw three or four hundred people in a row deal with each person on such an individual level, and I just kind of stood back and watched, and it was the greatest feeling, having kind of an idol, who takes that time out, and, you know, who feels for his fans.

CB: I'm most uncomfortable with the word "fan." I think our relationship, the relationship I have with my readers, is more intimate than that. "Fans" implies some sort of strange distance. You know, the thing and the thing that admires the thing. And I don't see that at all. The thing for me is that my art, whatever it is, whether it's writing a book, or painting a picture, or making a movie, is irrelevant without these people. That's what this business is about. It's not about my sitting here, finally... I work for eighteen months, but the book doesn't mean a thing until it's in somebody else's hands. It's got to be for everybody else. It's about sharing your beliefs about the world. You know, at Fango, I get a little wierded, 'cause there's so many people, but I am determined that if somebody waits in line, the person who's the four hundredth in line is owed exactly the same courtesy and response as the first.

GF: I watched you give it to them, it was such a wonderful thing. Because I've met a lot of people who don't care...

CB: I know, I hear about that, and I don't get that. I really don't get that. I think, if you're going to do a signing, well, for god's sake, respect the people who've waited in line. Or don't do the signing. I mean, I know this one who won't allow the people to come and shake his hand. I mean, why? Unless you're setting yourself up on a pedestal, which is bull.

GF: I saw you drawing this great picture on this girl...

CB: Oh, yeah! I've illustrated parts of men and women's anatomy, who were not always sober. You know, it's one of the upsides of doing signings. People present you with flesh!

GF: On that note, thanks Clive, it's been a pleasure.

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Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					MYSTERY WORD
		E				
P	I	N	C	H	W	
	R					
S						

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND.....R	PRESS .....E	DREAM ....O
CRUSH I	SCORE .....H	SLANT L	CHASE.....P

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CYBER CITY OEDO 808

Episode 3 of *Cyber City* is finally Benten's chance to shine, in the first episode of the series to focus on everyone's favorite gender-confused Cyber Policema... er, wom... um... officer. Actually, this is the episode where we finally learn Benten's gender and sexual preference, and that alone would make this one a must-see.

Benten's pretty much on his-or-her-or-its own this time, investigating a series of Vampiric murders on genetic researchers. The action's intense, the animation is very high quality, and (as can be expected with Benten) there are plenty of rose petals fluttering about.

The 3-part series, featuring violent criminals-turned-peacekeepers trying to solve a variety of crimes in the year 2808, comes to an end this month, and I'll be sorry to see it go. It's unfortunate that it was never picked up as a real series in Japan, and the characters never got to develop as they should have, but it's good that they saved a quality episode like this one for its much too early swan song.

by U.S. Manga Corps, Vlm.3 available now
49 minutes, subtitled.









GALL FORCE NEW ERA



Ooh, a new era of *Gall Force*! The original was mediocre at best, and the producers evidently didn't seem to view the sequel as a chance to improve upon their mistakes.

This time, our heroines are a bunch of women (all named after precious and semi-precious stones) apparently chosen at random, and sent into space at the last second before GORN, the malevolent computer entity of the original, turned all of the world's defense systems against the world's inhabitants. It's hard not to like such an ambitious plot line, and the ensuing bloodbath was quite cool. Unfortunately, it's downhill from there, as one tries hard (and fails) to care about a bunch of yippy, poorly-drawn anime girls and their predictable almost-barely-last-possible-minute escapes from every enemy attack. I even found myself praying that something really, really nasty would happen to Pearl, who has the single most annoying anime voice *ever*.

Hopefully, the series will pick up when they land at their mysterious destination, and restart Earth's culture anew. Until then, it's one you just might want to pass on, unless you really go for high-pitched voices and gratuitous shower scenes.

by U.S. Manga Corps, Vlms.1&2 available now
50 minutes, subtitled.

SOHRYUDEN

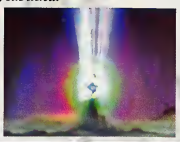
Four brothers, gifted with the power of legendary dragons, are being targeted by a mysterious old man who wants their powers for his purposes. He starts out subtle, tapping their phones and monitoring their movements, but by the end of the 2nd collection, the brothers are mustering all the supernatural power they can to rescue abducted relatives and escape elite military forces.

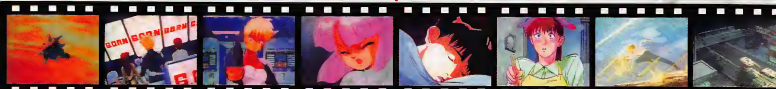
The villains, members of huge corporate conspiracies that lurk in the shadows of the world's economy, have virtually unlimited political and financial power at their disposal. But the brothers have a power far more awesome, that the world's power brokers will do anything to get.

The first *Sohryuden* collection (1 1/2 hours per tape) is an interesting change to the usual fantastical sci-fi fare, but the enemy plots get ridiculously outlandish by tape 2. Although the animation was pretty cheap, the mysterious backstory did keep my interest for a while. Not a bad choice for those looking for something a bit heavier that usual.

by U.S. Manga Corps, Vlms.1&2 available now
97 minutes (2 episodes), subtitled.











"Evil forces are at work in the world, and the one person who can stand against them is a high school girl!" With a quote like that on the back of the box, I really wanted to hate *Zenki*. But despite the slight aftertaste of something done many, many times before, *Zenki* has a ton of good ideas, a great storyline, and the best animation I've ever seen from a made-for-TV series.

Chiaki, high school student and descendant of a famous Japanese priest, was in deep paranormal trouble when her grandmother summoned the great demon lord *Zenki* to save her. The great demon lord, however, turned out to be nothing more than a kid (who bears a striking resemblance to *Astal*), until Chiaki's power combined with his to form a demon with the power of a god. Once Chiaki was saved, *Zenki*, free after 800 years of imprisonment, showed no interest in returning to the underworld. In fact, he can gain total freedom by killing Chiaki, but Chiaki's bracelet keeps him under control, and if he misbehaves, he's back to being a powerless kid.

Extra big kudos to Software Sculptors for not only snatching up this brilliant series, but also for managing to translate and release these episodes less than a year after their Japanese premiere. Every other anime series on this page, though brand new here, was released in Japan no more recently than 1992! With a full 90 minutes (3 episodes) of content per tape, I eagerly await the next installment.

by Software Sculptors, Vlm.1 available now
90 minutes (3 episodes), subtitled.

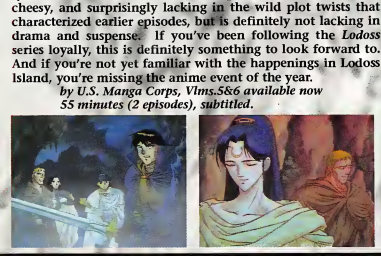
Earlier this year, U.S. Manga Corps finally picked up *Lodoss War*, the pinnacle of fantasy-based anime quality. This month, the 13-part anime series (which is based on a series of novels that are based on a popular Japanese pencil + paper RPG) comes to its final, dramatic end.

In Volume 5 (Episodes 10 & 11), Parn, Deedlet, Kashue, and their new-found mercenary friends must invade a live volcano in search of the Scepter of Domination, and cope not only with the dragon guarding it, but Ashram and Pirotess as well. Volume 6 (episodes 12 & 13) chronicles the final battle between Parn and co., Kardis, Ashram, the Marmo, Karla, and every other warring faction of this deeply troubled land.

As can be expected of the *Lodoss* series, the animation quality, sound, and translation are all superb. The finale is kinda cheesy, and surprisingly lacking in the wild plot twists that characterized earlier episodes, but is definitely not lacking in drama and suspense. If you've been following the *Lodoss* series loyally, this is definitely something to look forward to. And if you're not yet familiar with the happenings in Lodoss Island, you're missing the anime event of the year.

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55 minutes (2 episodes), subtitled.







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...33rd AMUSEMENT MACHINE SHOW!

JAPAN 日本 NOW

Welcome to Japan's largest arcade exposition, the annual Amusement Machine Show. Held September 13th to the 15th at the massive Makuhari Messe in Chiba, the AM show drew huge crowds of arcade-goers, reporters from virtually every Japanese game magazine, arcade operators, and, of course... GAMEFAN. As always, the AM show was dominated by Sega and Namco, with Capcom a close third and companies such as Konami, Atlus, and SNK tagging along behind.





Soul Edge by Namco

- The biggest news at the JAMMA show was far and away Namco's stunning System-11 game, Soul Edge. It this is what it looks like on the PlayStation (and it should, as System-11, the hardware that powers Tekken and Tekken 2, is little more than a PlayStation in an arcade cabinet) then... ack! I don't even want to think about it. The characters are beautifully rendered, gouraud-shaded fighters, all heavily armed and equipped with special moves, combos ("vividly violent ultra-flashy hyper combos," according to the Soul Edge brochure distributed at the show) parrying tactics, and special locked weapon counterattacks. All of the action takes place on amazing 3-D backgrounds, (all with morning, sunset, and night versions), from amber fields of polygon wheat to a spirit-infested Japanese shrine. The 8 characters (8 finished, more on the way) show a wide variety of styles and backgrounds, and the music's terrific. Even by Namco's standards, Soul Edge is unbelievable, probably the most astounding 3-D game ot all time.









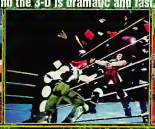


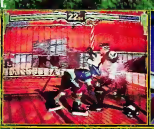
Fighting Vipers by Sega

- More fast-paced and intense than VF2 (and without the emphasis on authentic moves), Fighting Viper's near-future combatants can break each other's armor and batter their foes with skateboards and guitars. The backgrounds are AM2's best yet, and the 3-D is dramatic and fast.















Dirt Dash by Namco

- A record 5 courses to speed through in this one, including dizzying mountain ridges, blizzard-swept tundras and lush tropical jungles. A wide variety of sports cars and pickups to choose from make the most of the pop-up tree, variable terrain courses. Flawless.





Sky Target by Sega

- Imagine a game that controls exactly like Afterburner on ultra high-spec 3-D hardware. That's Sky Target!





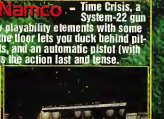




Time Crisis by Namco

- Time Crisis, a System-22 gun game, combines a couple of new playability elements with some very exotic locales. A pedal on the floor lets you duck behind pillars and barricades to block shots, and an automatic pistol (with a paltry six-shot magazine) keeps the action fast and tense.





Virtual On by Sega

The most innovative game of the show, AM3's first fighting game combines robotic combat with Cybersled-sized courses and an emphasis on projectiles. If it plays as good as it looks, this could be a huge hit. Finally, something different. VO has robot designs by the original Gundam mecha designer.



Manx TT by Sega

The logical next step from Sega Rally, MANX TT (currently, it is but 40% complete) has good 3-D, still a bit of pop-up, and, as promised, "faithfully reproduces the heat of British motor sport."



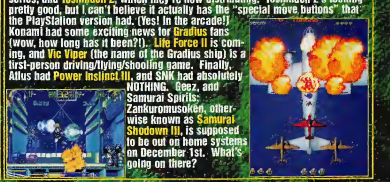
Speed King by Konami

The most entertaining part of the show was ganging outside of Konami's booth and watching dazed businessmen stumble out of Konami's R-360-like Speed King. This ultra-fast high tech driving game's car pod instantly reduces all challengers to quivering goo.



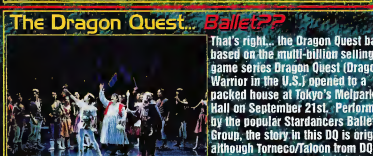
In Brief...

Lots of happy little games at the show, including Capcom's 3-player Rockman/Megaman (at left) arcade game, which has 3 massive levels, each based on various Megaman games, and 16 bosses. Capcom was also showing 19XX (at right), from their overhead WW II shooter series, and Toshinden 2, which they're now distributing. Toshinden 2's looking pretty good, but I can't believe it actually has the "special move buttons" that the PlayStation version had. (Yes! In the arcade!) Konami had some exciting news for Gradius fans (wow, how long has it been?!). Life Force II is coming, and Vic Viper (the name of the Gradius ship) is a first-person driving/flying/shooting game. Finally, Altus had Power Instinct III, and SNK had absolutely NOTHING. Geez, and Samurai Spirits: Zankuromusoken, otherwise known as Samurai Shodown III, is supposed to be out on home systems on December 1st. What's golog on there?



The Dragon Quest... Ballet??

That's right... the Dragon Quest ballet, based on the multi-billion selling game series Dragon Quest (Dragon Warrior in the U.S.) opened to a packed house at Tokyo's Meipark Hall on September 21st. Performed by popular Stardancers Ballet Group, the story in this DQ is original, although Torneco/Taloon from DQIV plays a main role. The music, of course, is by Koichi Sugiyama.



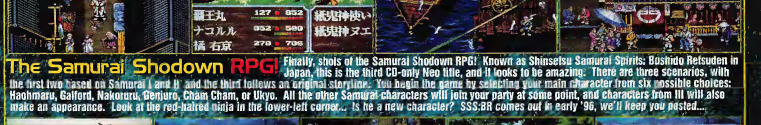
Last Minute U64 Update!

Nintendo, Square, and a Japanese Internet provider and business software maker called Just Systems have joined forces to bring a modem-based network to the Ultra 64, known in Japan as the Nintendo 64. Very similar to the Family Network (for the 8-bit FamiCom) in the 80's, this service will offer 64 games, online shopping, and karaoke.



The Samurai Shodown RPG!

Finally, shots of the Samurai Shodown RPG! Known as Shinsetsu Samurai Spirits: Bushido Retsuden in Japan, this is the third CD-only Neo title, and it looks to be amazing. There are three scenarios, with the first two based on Samurai I and II and the third follows an original storyline. You begin the game by selecting your main character from six possible choices: Haohmaru, Galford, Nakoruru, Genjuro, Chan Cham, or Ukyo. All the other Samurai characters will join your party at some point, and characters from III will also make an appearance. Look at the red-haired ninja in the lower-left corner... Is he a new character? SSS:8R comes out in early '96, we'll keep you posted...



Secret of Mana 2

聖剣伝説3

If you call up Square USA and ask when Secret of Mana 2's coming to the States, they'll tell you it's really not a very good game at all, and their home-grown effort Secret of Evermore is light-years better. I'm here to tell you that this absolutely isn't so. Evermore is far from a bad game, but Seiken Densetsu 3 (The first game in the Seiken Densetsu series was on the GameBoy, and made the journey here as Final Fantasy Adventure) makes it look dated, with far superior graphics, gameplay, music and storyline... this is the true successor to Secret of Mana.

When you begin Seiken 3, you choose three out of six available characters. While your choice has no real bearing on the course of the game, certain minor storyline elements will change. The characters you did not favor, however, don't just disappear - you'll encounter them during at various times throughout the adventure. Each of the players has his or her own background storyline and a reason to fight: Duran wants to Class-change (more on that later) so that he can defeat a wizard from the Magic Kingdom Althena that invaded his land, Hawkeye was framed and thrown in jail by the person that kidnapped his true love, and Kevin was forced to kill his pet wolf Kael by the elders of his country, the Beast Kingdom.

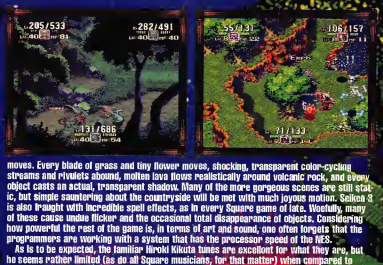
In Seiken 3's back story, the six main kingdoms of the continent are thoroughly immersed in war. Since each player character hails from one of these countries, it's nearly impossible to have a party containing characters who don't hate each others guts, but no matter who you choose, your characters will always find a way to work out their differences, after quite lamely. ("I'm searching for a royal wizard from Althena... he killed my compatriots and razed my land." "Why, I'm the princess of Althena, but I don't like the particular wizard you mentioned." "Oh, Oh! Let's journey together!")

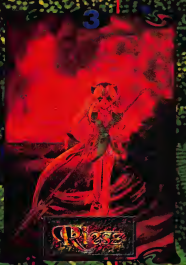
By far the coolest feature of Seiken 2 is the Class-change System, the latest in a long line of "Systems" with crazed English names that are featured in nearly every Japanese RPG. This particular System allows you to follow the path of Light or Darkness, each of which contain three subclasses. Each time you change class, your appearance changes, you gain special attacks and the weapons you can equip change. Once you've chosen either Light or Darkness, there's no way to go back, but once you've reached the height of either path, there's a way to go sideways, so to speak... Unfortunately, your path choice has no significance in relation to the storyline; wouldn't it be cool if there were towns and locations that only Evil characters could enter, and if you set foot in a town aligned with Good you'd be driven out, or forced to fight? Perhaps in the next game.

My biggest complaint with Seiken 3 is that with the Neo Motion Battle System (There's that "System" again) the emphasis has largely been taken off of "Action", and placed much more heavily on "RPG." You no longer have much control over your character... in fact, if you're facing to the right and an enemy's above you, you'll hit him. Lame! You can even hold down the A button for totally automatic battles. At least the ineffective charging feature of the previous Mana's been replaced with a much cooler system, in which you charge by simply striking enemies and unleash your special attack by pressing "B."

As you can see, the graphics are jaw-droppingly gorgeous; there is no scene in Mana that looks poor or even average, and the biggest graphic problem with recent Square SNES games has been more-or-less solved: Nothing moved. No foliage blew, no banners fluttered, no waterfalls crashed... now everything



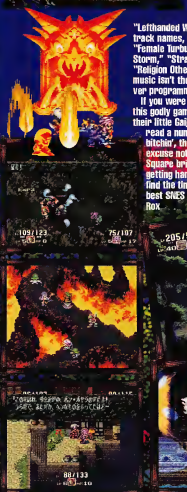




moves. Every blade of grass and tiny flower moves, shocking, transparent color-cycling streams and rivulets abound, molten lava flows realistically around volcanic rock, and every object casts an actual, transparent shadow. Many of the more gorgeous scenes are still static, but simple sauntering about the countryside will be met with much joyous motion. Seiken 3 is also fraught with incredible spell effects, as in every Square game of late. Woefully, many of these cause undue flicker and the occasional total disappearance of objects. Considering how powerful the rest of the game is, in terms of art and sound, one often forgets that the programmers are working with a system that has the processor speed of the NES.

As is to be expected, the familiar Hiroki Kikuta tunes are excellent for what they are, but he seems rather limited (as do all Square musicians, for that matter) when compared to Nobuo Uematsu, who's back in game music... yes! Kikuta does try some new stuff, like "Lefthanded Wolf," a tribute/rip-off of Final Fantasy VI track "Devil's Lab." Speaking of track names, here's a sampling of some of Mana's wackier ones: "Person's Die," "Female Turbulence," "Oh! I'm a Flamelet," "Hope Isolation Pray," "Axe Bring Storm," "Strange Medicine," "Splash Hop," "Faith Total Machine," "Black Soup," "Religion Other" and my personal favorite, "Damn Damn Drum." Even if Mana's music isn't the best-composed music ever on SNES, it's easily the best sound driver programming I've ever heard. Hidenori Suzuki is to be commended.

If you were a fan of Secret of Mana, you owe it to yourself to experience this godly game. Despite its few trivial flaws. Unfortunately, Square has inserted their little Gaijin Protection, as they do in every game. In this case, you have to read a number of books in a certain order in a ghost ship. Because I'm bitchin', the order is Right, Left, Middle, Left. There. Now you have no excuse not to buy this game, 'cause it's NEVER coming out here. With Square bringing out this sick volume of great titles, it's almost getting hard to play them all, but I strongly suggest you find the time to play this one - it's one of the ten best SNES games of all time. - Nick Rox







R REVIEW

SUPER FAMICOM

DEVELOPER: SQUARE

PUBLISHER: SQUARE

FORMAT: 32-MEG CART

1 PLAYER

DIFFICULTY: INTERMEDIATE

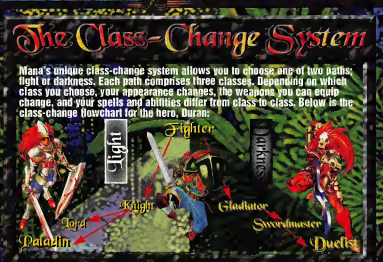
AVAILABLE NOW JAPAN

NICK ROX



The Class-Change System

Mana's unique class-change system allows you to choose one of two paths: light or darkness. Each path comprises three classes. Depending on which class you choose, your appearance changes, the weapons you can equip change, and your spells and abilities differ from class to class. Below is the class-change flowchart for the hero, Duran.





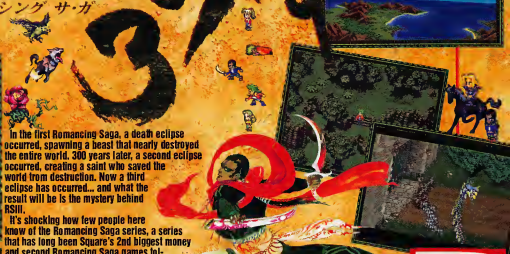
SQUARE'S

Romancing Saga 3

ロマンシング サ・ガ







In the first Romancing Saga, a death eclipse occurred, spawning a beast that nearly destroyed the entire world. 300 years later, a second eclipse occurred, creating a saint who saved the world from destruction. Now a third eclipse has occurred... and what the result will be is the mystery behind RSIII.

It's shocking how few people here know of the Romancing Saga series, a series that has long been Square's 2nd biggest money maker, right behind Final Fantasy. The first and second Romancing Saga games followed right behind FFIV and FFV, and used the same basic engine and graphics to cut costs and get the game out sooner. Now, Romancing Saga has come into its own, with a new engine, new look, and music done by Square's —nay, the entire game industry's— best musician.



Romancing Saga has always emphasized battle more than its Final Fantasy cousin, and this one is no exception. You can have 5 characters fighting at once, each with a number of weapons equipped, that can only be used a limited number of times. As they fight, they learn many exciting new techniques, and in RSIII, for the first time, they can teach them to each other. You can also change the characters' classes as you progress.





PREVIEW

SUPER FAMICOM

DEVELOPER: SQUARE

PUBLISHER: SQUARE

FORMAT: 32-MEG CART

1 PLAYER

DIFFICULTY: INTERMEDIATE

AVAILABLE 11/11 JAPAN

Unfortunately, my favorite feature of the original 2 Romancing Sagas has disappeared from the third, or at least that's the way it seems in the preview version we received. In the earlier ones, you picked one character out of 8 or 10 selectable, and began your quest with them, in their hometowns. Some characters met other characters, and some didn't, but each quest was its own unique adventure, and I remember all the fun I had playing the original for a few hours as each character, just to decide which one I liked best. You still choose from 8 in this one, but all 8 already know each other and meet up in the first 2 seconds of the game, and decide to join forces. I can only hope they split up at something, or it'll be a pretty pointless feature.

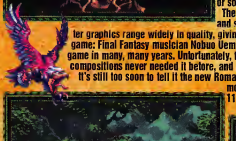






TAKUHI

The graphics are inconsistent... Some of the enemies and spells look amazing, but regular town and character graphics range widely in quality, giving the game a fairly cheap look, overall. The music, however, promises to be the #1 reason to buy the game; Final Fantasy musician Nobuo Uematsu is back from a brief mid-life crisis, and willing to do his first composition for a non-Final Fantasy game in many, many years. Unfortunately, the incredible sound program developed for Mana 2 isn't being used in this one, but Nobuo's masterful compositions never needed it before, and probably don't need it new.









It's still too soon to tell if the new Romancing Saga lives up to its predecessors, so be sure to check in again in a month or two (the game is due for a November 11th release) for a full review.

-Takuhi

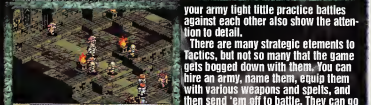
QUEST

Tactics Ogre

SFC • by Quest • 24Megs
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Quest has finally released the long-awaited seventh chapter of their Ogre Battle saga (chapters 1-4 and 6 seem to exist only in the minds of the series' creator, of course), and it's time to see what took so friggin' long. Actually, the 2 years of time do shine through; the game is full of tiny little details, tree of glitches, and runs, animates, and plays incredibly smoothly. Little bonuses, like the tutorial mode and ability to have your army fight little practice battles against each other also show the attention to detail.





There are many strategic elements to Tactics, but not so many that the game gets bogged down with them. You can hire an army, name them, equip them with various weapons and spells, and then send 'em off to battle. They can go up levels, change classes, and die, sometimes permanently, during the turn-based combat scenes.

Believe it or not, Tactics Ogre delivers yet another amazing CD-quality, brilliantly composed soundtrack. The composer is definitely in good company on these pages, as every game in this month's RPG special pushes the Super Famicom's sound capabilities to the limits. I cannot believe what good music the SNES is putting out these days!

Tactics arrived too late for a full review, but you can look for much more next month. But RPG/strategy fans shouldn't wait, because I can already tell that Quest has another winner on their hands. There are just way too many good Super Famicom RPGs this month, but hey, as Tactics Ogre's subtitle advises, "Let us Cling Together." And that's always good advice, but especially in these troubled times.

-Takuhi







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Welcome to Other Stutt, let's do it!

A NEW KI Arcade Game…

Recently a friend of mine at Rare let slip that Rare was planning to return to the arcades this DECEMBER with a new fighting game. As we all know Killer Instinct 2 will be coming out exclusively for the Ultra 64 home system this April, so what could the new coin-op possibly be? After pushing further, my source let the bomb drop: The new game is an upgrade for operators who bought a KI 1 arcade cabinet. The new game will somehow use the old hardware in KI 1 (including the board and hard drive), but it will be a new Killer game and won't have anything to do with KI 2!

…AND KI 2 Into!

After this astonishing revelation, I dug further and found out more info on the big sequel itself, KI 2. Nintendo is making sure that KI 2 will be available at launch for the American release of Ultra 64. The game will be 64 megabits, but the actual size of the cart before compression is astonishing. KI 2 before compression is going to be around *3000* megabits. Rare has told me they have developed standard-setting, 30-to-1 (or greater) NU64 compression routines. Of course, if you've been reading other magazines' reports on the Ultra, most developers are claiming 64 megabit carts are inadequate compared to the 540+ megabyte capacity of CD's. Well, someone should give Rare a call, because they seem to have no problems. An uncompressed 3000 megabit cart equates to 375 megabytes of data, or 69% of the data of an uncompressed CD game… not a bad trade-off when you consider ZERO loading time, huh?

In other Rare news, Goldeneye (the new James Bond movie-to-game translation) was scheduled to be released right around the time of the Ultra launch in April, but sources at Rare have hinted the game might be pushed to Summer '96.

Ultra Titles at Shoshinkai

We are now officially one month away from the Shoshinkai show, where the Ultra 64 (called Nintendo64 in Japan) will debut. We have some hot info on the first games, but before we start, remember, you read it here first!

Okay, here we go! The first title is Mario64, which is the official name right now but could change. Mario64 is currently 85% complete and will be on display at the show. The latest Mario sequel is said to be 64 megs and will use around 50,000 textured polys, when as time goes by and developers get more accustomed to the hardware, expect to see well over 1,000,000 textured polys in most Nintendo and Rare games.

Mario 64 is over 200.

The next game is Mario Kart 2 which is rumored to be around 75% complete. Work has been in development since March of 1994 and will weigh in at 64 megs. Not much is known about this new sequel, except that it will use more than 200,000 texture-mapped polygons at 60 frames per second. Visually, Mario Kart 2 will be a HUGE step up from the original, which was a weak 32-bit game. Mario Kart 2 is also said to feature 5 areas with 10 tracks per area. It's interesting that in a Euro mag, Trip Hawkins stated that 64 megs wasn't enough memory to make a good 64-bit game on Ultra. Could Trip be eating his words at the Shoshinkai this November?

That's it for Shoshinkai titles, I'll will be back next month with at least two more.

Here are some other Ultra 64 games in development. First is the above-mentioned KI arcade upgrade game, which is rumored to be in development for the NU64 home system too. The cool thing is that this game would include built-in upgrade game AND the first KI, all on one 64 meg cart. This ultrapak is still a rumor, but should happen sometime in '96. Silicon Studios (a division of Silicon Graphics, Inc.) is said to be developing games for the Ultra 64. Sources at SGI have told me that the first title will most likely be a 3-D Doom-style game. Here are some newly announced Ultra developers. Koei will debut its first Ultra title (a strategy game) at the Shoshinkai. Interplay, Hudson, and Shiny are also said to be on track to become developers by year's end, and Ocean will be developing Mission Impossible, based on the upcoming movie starring Tom Cruise.

Ultra's Final U.S. Launch Date & New Spec Info-

Finally, here are a couple other tidbits of Ultra news. The U.S. release date will be Friday, the 19th of April 1996. On that day you will be able to buy 6 to 15 games. The system pack will include a memory card with at least one meg of memory. The second item is about the final NU64 specs. Sources at SGI now claim the Ultra 64 CPU will be a custom version of the R4300 which runs at 150 MHz, and not the R4200 like previously reported (which only runs at 100 MHz). Another item is the Ultra's polygon-generating capability. I am pleased to let you polygon freaks out there know that the Ultra will be able to handle between 200,000 and 1,000,000 texture-mapped polygons at 60 frames per sec. The first batch of games will use around 50,000 textured polys, then as time goes by and developers get more accustomed to the hardware, expect to see well over 1,000,000 textured polys in most Nintendo and Rare games.

Acclaim Buys Probe & Sculptured

In the last issue of Other Stutt we mentioned that Electronic Arts had purchased Probe, a U.K. software developer. Woops! ACCLAIM bought Probe and Sculptured Software, two great developers. Acclaim is becoming a giant! As long as they keep delivering games like Alien Trilogy and WWFW they can buy all they want.

SF III: The drama continues.

Two months ago, I reported that sources at Nintendo told me Street Fighter III would appear exclusively on the Ultra 64 for one year. Last month, if you recall, a Capcom representative called us to deny this, and state SF III would appear on "multiple" platforms. Well, I checked back with my sources at NINTENDO, and here is (according to NINTENDO) the real story of Street Fighter III.

About three years ago, weeks before Project Reality (the original codename of the Ultra) was even announced, Capcom and Nintendo were in negotiations about Ultra development. At that time Capcom was very close to becoming a licensee, but then something crucial happened. Just when Capcom was about to sign the deal, they announced becoming an official PlayStation and Saturn developer. Of course Nintendo was upset and told Capcom they would never become a third-party developer after such a "backstab."

Well, at the recent E3 show in L.A., Nintendo and Capcom met again, and the two companies worked out their differences. Capcom asked what Nintendo wanted, and Nintendo's response was: Street Fighter III, exclusively on the Ultra. Otherwise, no deal. Capcom gave in. The arcade version of SF III is being developed on the Ultra 64 hardware, NOT CPS III hardware. No joke. The reason is Capcom wanted to make SF III in 3-D, but the CPS III that was in development couldn't handle the game the designers wanted.

So yes, according to VERY knowledgeable sources, SF III WILL be released in the arcades early next year, and then for the NU64 home system in summer '96 with a one-year exclusivity clause. Theoretically, PlayStation and Saturn versions could be released in '97, but would they be as good as the Ultra version? I doubt it! Anyway, these are the facts according to Nintendo. I expect another phone call from Capcom U.S.A. next month as soon as this issue hits the streets…

New VF 3 Character Into

In a recent interview conducted in a Japanese magazine, Yu Suzuki, leader of Sega's AM2 research & development division, revealed plans for two new characters in Virtua Fighter 3. The first is a Japanese girl. The second is a tat man whose style is somewhat derived from Abdula the Butcher (a pro wrestler). He uses his body as a weapon, ain't jump very well. VF 3 will be on the top-secret Model 3 hardware, and its release date is undetermined right now. Suzuki said that VF 2 is still very popular in Japan, and VF 3 will only be unveiled when VF 2 begins to fade. If VF 2 is a big hit on Saturn, this could also cause VF 3 to be delayed.

In other VF news, the VF anime TV series launched in Japan on October 9th. It features all the characters from VF 1 and 2, and also features family members such as Akira's sister and uncle. If all goes well look for an in-depth report next month in our anime section.

One more note: Last month in Other Stutt we talked about a rumor concerning Sega of Japan and SNK of Japan signing a deal to do cross-platform games. Well, we are happy to inform you guys that King of Fighters '95 and Fatal Fury 3 are now on their way to the Sega Saturn. The first Sega games that will appear on the Neo-Geo from Sega are rumored to be Virtua Fighters and one of Sega's racing

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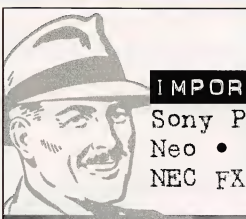
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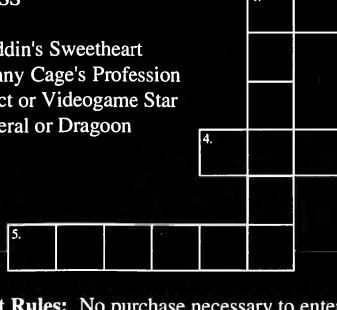
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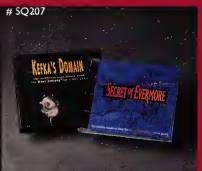
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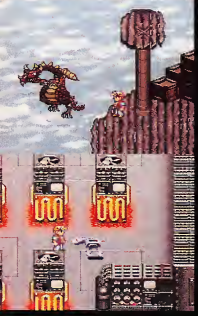
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